BOOK I
THE CARDASSIANS

STAR TREK
DEEP SPACE NINE

BOOK I: THE CARDASSIANS

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"FOR CARDASSIA!"

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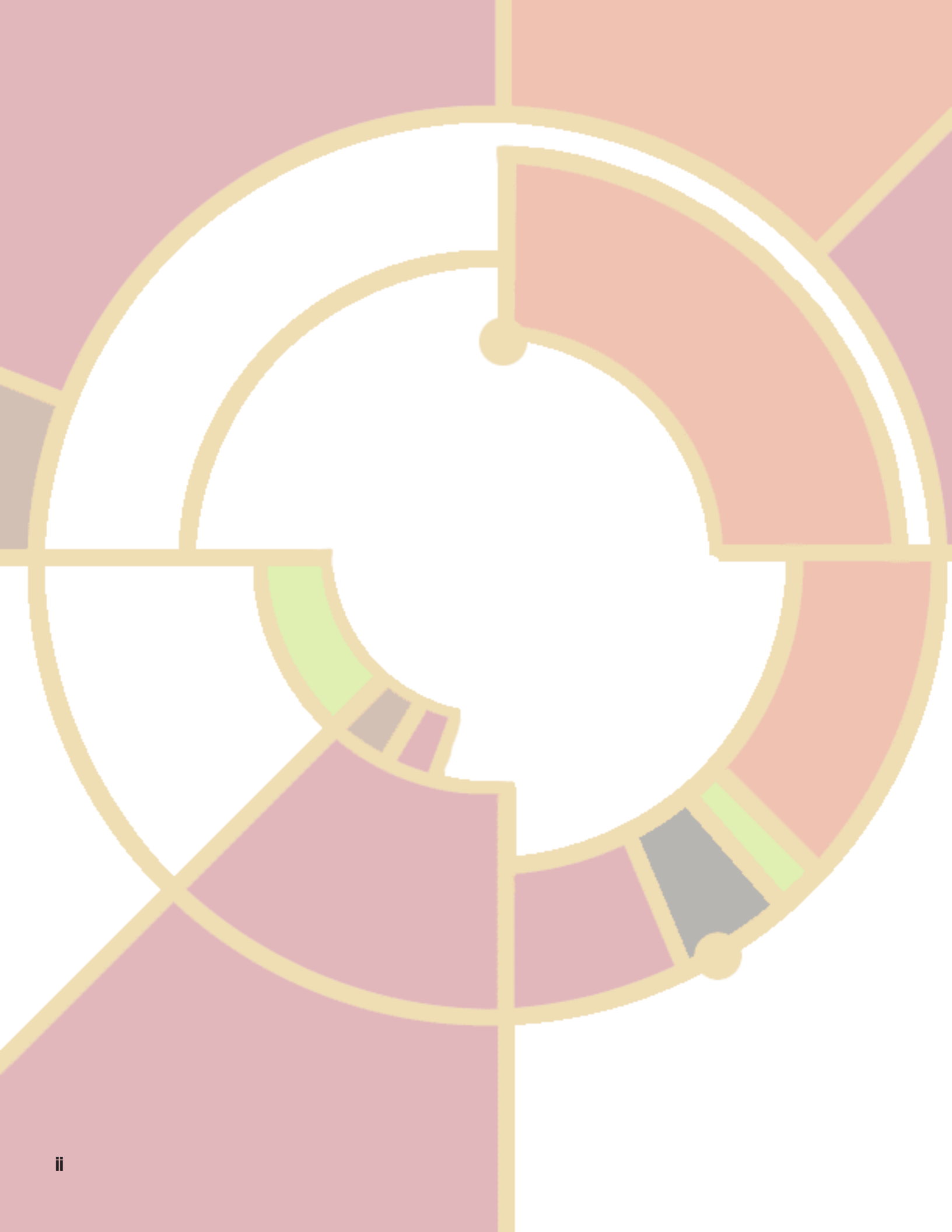


INTRODUCTION

HISTORICAL PARALLELS

The Cardassians have evolved from bit-part villains on ***Star Trek: The Next Generation*** into full-time adversaries for the Federation and Bajoran crew of ***Star Trek: Deep Space Nine***. It is this exploration of their culture that has led to the fascination of the subject among the franchise's fans.

One might wonder how someone could be fascinated by a race that is portrayed as brutal thugs, torturous murderers, and conquerors. How can someone appreciate what is, in essence, the **Star Trek** equivalent of a Nazi?

But I bring to the table one Aamin Marritza. It was the episode "Duet", and Harris Yulin's powerful and stunning portrayal of Marritza that firmly cemented me as a Cardassian aficionado. Here was a noble Cardassian, one prepared to pay for the racial crimes of his people to bring about a new era in Cardassian history. It started me thinking about the second side that belongs to every coin. The Cardassians were a much deeper people than initially presented. There was much more to them than their brutality. In fact, over the years of Deep Space Nine's development, it has become apparent that the Cardassian coin has many sides.

Part of the reason why I love Star Trek so much is that it draws parallels across real-life and tries to teach us something about the Human Condition and ourselves. In truth, Cardassians draw historical parallels across several lines. There are certain aspects that are similar to Nazi Germany. There are certain aspects that are similar to Communist Russia. We've avoided trying to draw direct historic parallels. In my own eyes, the Cardassians represent what the Federation represents: What humanity's future *could possibly* become. What we hope it never becomes. Think what would happen if we stripped our world of its precious resources, like we seem desperately determined to do. Then wonder what would happen if we

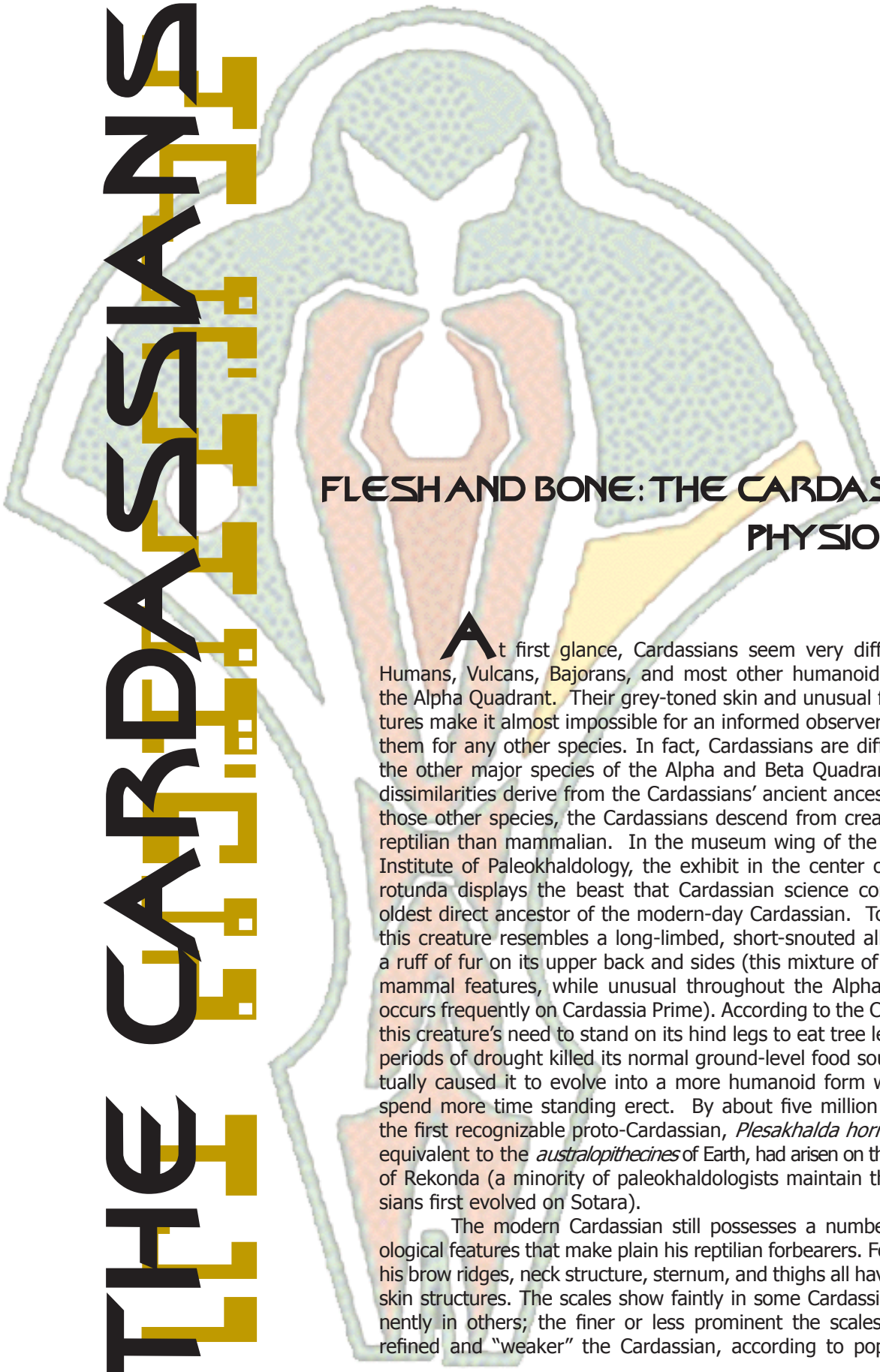
found a neighboring, peaceful world teeming with life and resources. Would we, as a supposedly cultured race, behave any differently than the Cardassians? I would like to think that yes, we would follow a different path. But Humans are tricky creatures, especially when their backs are to the walls.

Certainly, much of Cardassia that we have seen has shown their brutality. But there are moments of tenderness, of care, of noble dreams and ideas, too. And so their issue becomes not so black and white any more, but like most of Deep Space Nine's thematic coloring: moral shades of grey. Right and wrong, like beauty, are often in the eye of the beholder. And in writing this we have attempted to see through the eyes of the Cardassians and to walk in their shoes. One thing we do not do, however, is make excuses for their behavior. After all, right and wrong is in the eye of the beholder. We present the picture; you and your players must make the decisions.

It is out of my love of **Star Trek** in general and the Cardassians in particular that I originally embarked upon this project. I hope that love shows through the pages and illuminates a complex fantasy culture that many, including myself, find so fascinating.

I'd like to express my gratitude to those who have worked untiring on this project for the prospect of nothing more than contributing to the **Star Trek** universe in their own not-so-little way. Without them, this book would be thin indeed.

Kevin Thomas
December 2001



FLESH AND BONE: THE CARDASSIAN PHYSIOLOGY

At first glance, Cardassians seem very different from Humans, Vulcans, Bajorans, and most other humanoid species of the Alpha Quadrant. Their grey-toned skin and unusual facial structures make it almost impossible for an informed observer to mistake them for any other species. In fact, Cardassians are different from the other major species of the Alpha and Beta Quadrants. These dissimilarities derive from the Cardassians' ancient ancestry. Unlike those other species, the Cardassians descend from creatures more reptilian than mammalian. In the museum wing of the Cardassian Institute of Paleokhaldology, the exhibit in the center of the main rotunda displays the beast that Cardassian science considers the oldest direct ancestor of the modern-day Cardassian. To a Human, this creature resembles a long-limbed, short-snouted alligator with a ruff of fur on its upper back and sides (this mixture of reptile and mammal features, while unusual throughout the Alpha Quadrant, occurs frequently on Cardassia Prime). According to the Cardassians, this creature's need to stand on its hind legs to eat tree leaves when periods of drought killed its normal ground-level food sources eventually caused it to evolve into a more humanoid form which could spend more time standing erect. By about five million years ago, the first recognizable proto-Cardassian, *Plesakhalda horrec*, roughly equivalent to the *australopithecines* of Earth, had arisen on the continent of Rekonda (a minority of paleokhaldologists maintain that Cardassians first evolved on Sotara).

The modern Cardassian still possesses a number of physiological features that make plain his reptilian forbearers. For example, his brow ridges, neck structure, sternum, and thighs all have scale-like skin structures. The scales show faintly in some Cardassians, prominently in others; the finer or less prominent the scales, the more refined and "weaker" the Cardassian, according to popular - and

physiologically unfounded - belief. Perhaps the most conspicuous of the Cardassian features are the thick neck structure and the upside-down teardrop-shaped feature on the forehead. Cardassian necks have less of a circular shape (as on most humanoids); instead, they have a roughly oval cross-section created by a series of bones that flare out from the central neck towards the shoulders. (The distinctive shape of these bones sometimes leads species fighting the Cardassians to collect one neck bone from each Cardassian killed to wear on thongs as proof of a kill.) Thanks to this neck structure, Cardassians have a more limited range of neck motion than most humanoids; where a Human can turn his neck far enough that he can see things in about 240 degrees round him, a Cardassian only has about a 180-degree range of motion/vision, forcing him to turn his body to view things that a Human could see by craning his neck. A few Cardassians can forcibly disconnect their neck bones and turn their heads through a nearly 300-degree range of motion; other Cardassians refer to this painful (and to them, impressive) stunt as the "Cardassian neck trick." Because of the structure of the Cardassian neck, attackers find it very difficult to strangle or choke a Cardassian, and for a Cardassian to break his neck accidentally is almost unheard of.

The cartilaginous, spoon-shaped forehead protuberance - the *chufa* - is primarily a throwback to the Cardassians' cold-blooded reptilian ancestors, who needed such features to dissipate bodily heat and regulate internal temperature. On a modern Cardassian, the chufa serves no real purpose, like the appendix in Humans. The chufa has a bluer color in females. Less noticeable to observers is the Cardassian dislike of cold temperatures. While Cardassians are warm-blooded, the average temperature on their home world is significantly higher than that on Earth, Bajor, Betazed, or most other species' planets. Thus, Cardassians prefer warmer environments; in fact, some studies show that they "feel better" and are more likely to remain emotionally healthy in such settings. Cardassians consider the average starship or station temperature maintained by most humanoids uncomfortably chilly; conversely, a Human or Bajoran visiting a Cardassian facility or vessel will quickly break into a sweat. (Vulcans, however, can tolerate Cardassian preferred temperatures quite well, and Cardassians who have visited Vulcan find it most pleasant.)

Due in large part to the harshness of Cardassia Prime, the ancestors of the Cardassians were tough, durable animals able to withstand injuries and periods of deprivation which would have killed equivalent animals on Earth or Alpha Centauri. They passed this trait down to modern Cardassians, who have a high tolerance for pain. For example, Cardassians have thicker, more durable bones that can withstand more force before they fracture than Human bones can, and Cardassian epidermis retains scale-like qualities of toughness that make it harder to cut than Human skin.

On the other hand, their quasi-reptilian ancestry leaves the Cardassians with at least one vulnerability which no other known humanoid species possesses: to them, cobalt diselenide, a fairly common substance used in a variety of industrial processes by several humanoid species, is extremely poisonous. Exposure to cobalt diselenide can quickly cause illness and death in Cardassians - a fact exploited by the Maquis rebels on several occasions when they laced planets with the substance, driving the Cardassians away forever.

Cardassian Races

As a species, the Cardassians divide themselves into three distinct races, though of course by 2376 these races have become so intermingled that finding a "pure" example of one is relatively uncommon. The primary race, from which the majority of Cardassians descend, is the yhodan. Yhodan Cardassians are marked by an evenly grey skin tone and slightly smaller neck ridges. They originally come from Okaba, Venarhond, and southern Patka. The hottest regions of Cardassia - Rekonda, most of Sotara, and central Patka - gave rise to the Neldan race. Neldan Cardassians have darker skin than other Cardassians. In some cases, their skin is so dark as to be almost black. They tend to be larger and sturdier than other Cardassians.

Ka'radan Cardassians are from the northern torrid and temperate zones of Cardassia Prime. There's a sort of umber-colored undertone to their skins that, to some

Cardassians, gives them a slightly sickly look. Where most Cardassians have roundish brow ridges around their eyes, ka'radans' brow ridges are a little more ovate (which gives them slightly better peripheral vision).

In all of the races, the only hair color is black; there are no naturally born blonde-, red-, or brown-haired Cardassians (much less ones with even more exotic hair colors). Of course, Cardassians can dye their hair if they so choose, just like most other species, but few do. Cardassians of all races have an average lifespan of 98 years for men and 96 years for women. The highest recorded age attained by a Cardassian is 144 years.

The Cardassian Brain

Compared to most humanoid minds, the Cardassian brain is a model of efficiency. Its ability to process nerve impulses, sensory input, and information is greater than that of most humanoid brains, due to its physiological structure and neurochemistry. As a result, the average Cardassian tends to be smarter and more perceptive than the average Human (or "more cunning," as Starfleet officers who have fought the Cardassians might say). This trait allows the Cardassians to train their children so that every Cardassian develops a photographic memory. On the other hand, the Obsidian Order has found that, once subjected to behavior modification, Cardassians take longer to break free of the effects of the modification than most other species.

Despite their efficient minds, Cardassians rarely develop psionic abilities. Psionic Cardassians, who most often possess the Receptive and Projective Telepathy skills, are snapped up by the Obsidian Order or Central Command as soon as their abilities are detected (usually this occurs during their primary education, since the disciplines used to instill eidetic memory bring psionic skills to the fore). Once it brings a psionic Cardassian into the fold, the Order or Central Command trains him to become a top-notch operative.

THE CARDASSIAN WAY

All Cardassian citizens, whether they are soldiers or not, are expected to live and die for the Union. During their lives they are expected to serve the state selflessly in any manner they can and at any time they are called upon. While this looks good on paper, most Cardassians serve the state graciously out of one motivation: fear.

Over the shoulder of every Cardassian citizen is the Obsidian Order, peering into their public and personal lives. It is said that a Cardassian cannot sit down to eat without the meal being duly noted, categorized and approved by the Obsidian Order. This is not an exaggeration; indeed, the Obsidian Order spies on its own citizenry with great alacrity using every means at their disposal. Because of this invasion of privacy, few Cardassians living in the Union enjoy civil liberties unless powerful friends protect them. Free speech is unheard of, as people have been known to disappear for voicing their opinions. The right to bear arms is denied the civilian citizenry on Cardassia unilaterally, though some civilians keep some sort of weapon in their home illegally. Assembly of the citizenry (for any reason) without proper license is grounds for arrest. Communiqués are regularly tapped, mail opened, and homes bugged. People are paid handsomely for turning in their treasonous neighbors and can usually gain *vesala* by doing so. Families are encouraged to do the same; after all, dedication to the state should come before blood.

Citizens are free to establish businesses so long as they have the requisite approvals from the Ministry of Industrial Affairs. The private sector exists to serve the state, and the state controls commerce with an iron hand. The military is the largest consumer for these businesses, for without the military's patronage a business is sure to fail.

Vesala

Who you know, not what you know, is one of the most important factors for getting along in Cardassian society. A Cardassian's elaborate network of contacts and favors is of prime importance to them. This network is known as *vesala*. *Vesala* is used like a currency or commodity; favors are traded back and forth among members of Cardassian society for personal or political gain. This is a sort of informal stock exchange of name-dropping and favor swapping that gives a Cardassian personal power over other Cardassians.

Everything on Cardassia is available for a price. *Vesala* can be used to purchase promotions, political offices, titles and benefits. It is because of this that a Cardassian does not use his vesala lightly. Calling in too many favors at one time will deplete the resources, and could hinder dealings in the future. Some Cardassians perform favor after favor and rarely call in their own, thus accumulating vast amounts of *vesala* for use in one fell swoop. One of the few things that cannot be bought with *vesala* is a Cardassian's social standing.

It does not matter that a Cardassian has never worked with the individual they are asking a favor from; such 'blind favors' are made all the time. Reputation means more than acquaintance. If a Cardassian is known as someone who does not repay in kind, their name will start to circulate as being untrustworthy and favors will be hard to call in. But be sure the provider can actually perform the requested favor. If they have to go through someone else, the cost in *vesala* can skyrocket.

Social Structure

By the dawn of the Second Hebitian period, a class system evolved on Cardassia. This class structure has survived for centuries, even though the government and society that spawned it did not. The social classes are, from lowest class to highest: Scralan, Ti'alek, Hibalek, Amarlek, Ra'malek, and Trelek (see below).

This class system traditionally marks a Cardassian's place in their society and determines what she can achieve in her lifetime. Only the upper classes can attend the finest schools without someone in the upper echelons to sponsor them. If they do manage to obtain a sponsor, they will receive the education necessary for achieving great things on Cardassia. See below for more information on the Cardassian school system.

In the past, the Cardassian class system was much more hard and fast than it is today. Socializing with those outside your class was frowned upon socially. On modern Cardassia, however, a Cardassian can actually jump classes, making the class distinction much more ephemeral. In theory a modern Cardassian is marked by his service to the state, not by an outdated and ancient class structure. Socializing, and even marriage across class lines occurs. The greater disparity between the classes, the less common this is, as the higher classes cling to their titles more than the lower classes do. A Trelek woman would probably be ostracized for courting a Ti'alek or Hibalek.

The class structure has survived and flourished despite the military's attempt to quash it. It has evolved into an undercurrent of subtle prejudice and superiority rather than a class that a Cardassian is locked into. In the eyes of the modern state, all Cardassians are equal.

Social Classes

The following section describes the six different social classes. When the text refers to population percentages it is referring to all Cardassians in the Union, and does not include non-Cardassians or client/servitor races.

Scralan

The Scralan class isn't really a class at all, not having the 'lek' suffix (which means 'resource' in Cardassian). In fact, the word 'scralan' actually means 'useless'. The Scralan are made up of Cardassian untouchables who have fallen from Cardassian grace as well as the non-Cardassians living in the Union. These untouchables are generally met with distaste and disdain from other Cardassians (even those others of the Scralan). It is extremely difficult for the Scralan to jump class, as even noted accomplishments are met with sneers from the other classes. Even getting small tasks accomplished in the Scralan class is difficult, as few of the other classes will take the Scralan seriously. Generally, Scralans have little love for the other classes. Most see the other classes as a means of keeping them at the bottom of the social ladder. Approximately eight percent of the population is of the Scralan class.

Ti'alek

The Ti'alek class is the lowest of all socially acceptable Cardassians. They traditionally make up the labor class, such as janitors, ore miners and field hands. In modern Cardassia, this class still performs the work that other Cardassians find demeaning. No non-Cardassian may progress above this class level, even through dedication and service to the Union. The Ti'aleks are generally the 'have-nots' among the Cardassian people, living in the more squalid of conditions on Cardassia, and make up approximately thirty-one percent of the populace.

Climbing the Social Ladder

A modern Cardassian Ti'alek, upon showing significant ability, can obtain a sponsor to attend a military academy. The same Ti'alek can now become an officer, achieve great things, and make a name for himself (and thereby his family). Once he has earned the respect of his peers and supervisors, his family name could grow in status, and perhaps his children will be known as Amarleks, Ra'maleks, or even quite possibly (if his achievements are great enough) become a Trelek and join the ranks of nobility. Earning enough respect for this may be difficult, as those of the higher classes tend to cling harder to their titles than the lower classes.

Likewise, embarrassments and disgrace can send a Cardassian and his family down the social ladder, leading to ostracism and even exile. Smart families are quick to disown the disgraced Cardassian to prevent him from dragging them down with him. Usually these families maintain contact with their ostracized members, but they try to avoid aiding and abetting them.

Note that a raise in class is one of the few things a Cardassian cannot buy with their *vesala*. Performing extraordinary deeds for the Union is the only way to get one's family name blazing across the stars.

Hibalek

The Hibalek class, next on the social ladder, is traditionally a service class. This class is usually relegated to performing service for the other Cardassians. Housekeepers, gardeners, and waiters are all examples of jobs for the Hibaleks. Most common foot soldiers come from this class, as do teachers, lawyers, and small business owners. The Hibaleks generally consider themselves lucky; while they are not the highest class, they do enjoy a certain amount of prosperity not being among the labor class. Most Hibaleks view their position among society to be necessary. They believe that without them, the state could not function successfully, so they over-glorify their place in society. While they may not have power, they do have responsibilities and a strong sense of duty to perform their role in society. Approximately twenty-nine percent of the population is made up of the Hibalek class.

Amarlek

The Amarlek class, or Bureaucratic class, primarily made up the bureaucracy and government of the Second Hebitians. This tradition has continued, as most modern low-level Cardassian bureaucrats are recruited from this class, as are low-level military officers. The Amarleks shuffle paperwork across the data-nets for the glory of the Union. They enjoy their middle-class lives, and especially the *vesala* that usually comes with their positions in society. Most of the Ministries are made up of members of the Amarlek class. They generally view their little slices of Cardassian government as their own little private fiefdoms, and most tend to run them as such. Approximately fifteen percent of the population is made up of the Amarlek class.

Ra'malek

The Ra'malek class, or Merchant class, is mostly a holdover from the glory days of the Second Hebitians. Wealthy landowners and businessmen made up the middle echelon of the government for the Second Hebitians. While the wealth has drained away for the modern Ra'malek, the families still cling to the title desperately. Even though the Ra'maleks are not as prosperous as they once were, they still enjoy a certain amount of power and *vesala* from their place and position in Cardassian society. This class makes up most of the high-level positions within the military and government. Approximately twelve percent of the population makes up the Ra'malek class.

Trelek

The Treleks are the nobility of the Cardassian people. They have the most sway in governmental affairs (in fact, most of the Detapa Council, the leaders of the Central Command, and the leaders of the Obsidian Order come from this class). Most of Cardassia's political strife comes from the struggle of this class against itself, as the upper echelons of power struggle against each other for control of the government. Treleks are proud of who they are and where they come from. They look down on the other classes with smug superiority. They wield the most *vesala* per member than any other class, and this is what keeps them on top. The Treleks protect that power with veracity, and are generally the meanest spirited when it comes to the lower classes. They will do just about anything to protect what they have. This includes murder, treachery, and deceit. Approximately 5% of the population is made up of the Trelek class.

Cardassian Education

Education is important to the Cardassians, and all children living within the Union are instructed via the state's education system.

Primary Education

At the age of four, Cardassian children are given intensive mental training. At the age of six, they are placed into the primary school system where specialized instructors monitor the student's progress. These instructors, called *Te'alakesh*, are adept at finding what a particular student is apt to excel in. During this time, a Cardassian child lives with her family.

The *Te'alakesh* are arguably some of the most pow-

erful Cardassians in the Union, for it is on their determination where a child will be placed for his future. Most *Te'alakesh* have great amounts of vesala as parents romance them for their child's placement. *Te'alakesh* work for the Ministry of Education, and some even whisper that this is merely a branch of the Obsidian Order, but there have been no foundation to these claims.

Once the *Te'alakesh* has identified a child's strengths and weaknesses, the child is assigned an advanced school most benefiting of their place in society, and sometimes that means that a lower-classed Cardassian will attend the finest schools through sponsorship. The *Te'alakesh* help the child by finding a sponsor. By showing prominent Cardassians their student's work and making suggestions to the right people, the *Te'alakesh* can obtain a sponsor for a promising child. Some *Te'alakesh* have even used their personal vesala to move lower-classed children to the ranks of the fit.

A sponsor is essentially putting his neck out on the chopping block for the pupil, as a sponsor is responsible for all actions that a student makes at her new school up until graduation. Should the student stumble, the sponsor will receive punishment and public humiliation. This makes sponsorship quite a commitment for both the student and the sponsor, but challenging the minds of the youth is something that most adult Cardassians enjoy doing. Once a Cardassian completes her advanced training years, the sponsorship ends and the sponsor is relieved of all responsibility for the young adult. Some dedicated sponsors will follow the career of the youth and watch over them, effectively becoming a patron to them.

A child completes public school at the age of nine or ten. One of a student's last acts as a child is to give a molar to the state for identification on their tenth birthday. This is seen as a rite-of-passage, and is celebrated among the family with a small informal party.

Advanced Education

At the age of ten, a Cardassian will be placed into their advanced schooling. These advanced schools specialize in the subjects that they teach. They are structured around a three-term program consisting of three years apiece (totaling nine standard years). This program will instruct the student in whatever occupation she will eventually fill in Cardassian society with little emphasis on personal interests. There are no breaks for the student during this time, and it is unlikely that she will see her families during their advanced educations (though, regular contact is kept via the comm channels and Data-net). At the end of each term, a review of the student is held. If the student fails review, she will either repeat the term again, or, in the case of specialized schools (such as Intelligence school or the Ba'dorah Military Academy), the failed student will be placed into less prestigious school with a different, more mundane focus. These advanced academies are generally unforgiving; if the student cannot make the grade, the student does not belong in that line of work and needs more menial tasks to occupy them.

The basic layout for all Cardassian advanced education campuses is roughly the same. The school is split into two wings, one half for the males and one half for the females. Keeping the two sexes from co-mingling is the best way to keep the young Cardassian's attentions on their work and off of the opposite sex. Each wing is broken down into dormitories, where the young Cardassians live during their tenure at their school. Each dorm is further broken down into units with twenty young Cardassians in a unit. This unit eats, sleeps, trains, and recreates together. Each unit consists of both upper- and lower-classmen, and usually the upper-classmen will lead the unit unless a lower-classman shows uncanny ability. This structure teaches the Cardassian youth to both work as a group but keep the details of their work secret from the others. When one member of a unit breaks a rule, the entire unit is punished. As the upper-classmen graduate, the lower-classmen rise up in the ranks of their unit, perhaps one day to become leader of it.

A typical day at a Cardassian Advanced School consists of rising before dawn for physical calisthenics. Morning meal is afterwards, where the students receive a hot breakfast and can briefly socialize with those outside of their unit. Classes begin shortly thereafter, where the Cardassian is taught their general studies. These classes are extremely challenging for the students. Midmeal is next, and more time is

Cardassian Schools

Ba'dorah: This Military Academy represents the pinnacle of education for the Cardassian people. It is the only school that trains its young students to be part of the Command branch of the Central Command. It is also one of the most prestigious schools, and only male Cardassians may attend. It also happens to be the single harshest of the schools that a Cardassian can graduate from, and almost half of all new students wash out in their third year. It is located in Cardassia City.

Ba'Kolmoir: This Military Academy teaches general sciences, engineering, and medical sciences. It is the single most prestigious science Academy, and only the best and brightest young Cardassian minds will be in attendance here. It is located in the southern portion of the Patka continent, and has a female-to-male ratio of 20 to 1.

Ba'Marren: Cardassian ground soldiers are trained at this Military Academy, located in Sotara along the western shore of the bay.

Ba'Gurfe: Located on Kora II, Ba'Gurfe is the best advanced training facility for Operations officers. Aamin Marrit'za taught his advanced filing system here after the occupation of Bajor.

allocated to this endeavor so that the student may enjoy her meal. After lunch comes an hour of 'free time', where the student can do as she pleases. Afterwards, the student goes into specialized classes that apply more directly to their future position in the Union. Next, the student eats dinner, then has 3 hours to finish their studies for the day.

Upon graduation, the student immediately joins the ranks of the rest of the Cardassian citizens in their duty to the state: mandatory military service for two years. After their military time is served, they join their place in Cardassian society.

Architecture

Cardassian architecture is respected throughout the Alpha Quadrant, but their engineering regulations are not as stringent as their Federation equivalent. Cardassians structures have an honesty to their design. They do not hide the columns and beams of a structure behind elegant facades. The fundamentals of Cardassian design are balance rather than symmetry, ellipses rather than circles, curves rather than right angles. Cardassian architects tend to favor the number three in many of their designs. This theme is evident throughout their cities, as on their *Nor*-class stations.

Much of Cardassian architecture is inspired by the work of Tavor Kell. His starkly beautiful buildings are renowned landmarks in Cardassia City and the planning departments of the government ensure that new buildings are constructed in a similar style.

Arts

The Cardassian people consider the arts to be less important than many other races do. In the resource-hungry society of Cardassia, where starvation and need are recent memories, literature, poetry, and sculpture are of secondary importance. A career as an artist is considered slightly shameful in a culture whose essence is duty and service.

The Cardassian State keeps a tight reign on its artists. It recognizes that art can be a powerful motivational force. Only state sanctioned writers can be published. Only the work of state sanctioned painters and sculptors may be exhibited, and only in state-run galleries. Each individual work must undergo a long and involved approval process

Valvac Halev: The Life of an Author

His first novel, *Nothing is Forgotten*, was written shortly after he finished his service in the Second Order, fighting against the Federation. It was a rambling epic describing the remembrances of four retired Cardassian officers after their lifetimes of service. It was quickly approved by the Ministry of Arts and was added to the Approved Books list in 2350 with critical and popular acclaim.

He married Marita Lech in 2352. In an interview given in 2354 to the Cardassian Media Ministry he described his wife as being equally as important to him as the Cardassian people are. But in 2371 he said of her, "She was my only passion. She was my muse."

His second novel was *Love Never Dies*, describing the decades long romance between an enlisted soldier and the wife of a senior government official. Because of their dedication to the Cardassian State, the lovers' relationship is never consummated and the pair remains forever in love, but forever apart. Its publication in 2356 made Halev and ideological icon of the Cardassian people. The Cardassian propaganda machine claimed that every single living Cardassian had read *Love Never Dies*.

In 2362 Marita was questioned by the Obsidian order about her brother's connection to the underground movement. She was released but was no longer the woman Halev had married.

Halev's third novel was about an innocent Cardassian citizen, who is watched by the Obsidian Order, then later imprisoned and tortured. Despite all of this the protagonist remains loyal to the end, when he is executed. The novel was not approved. Halev's manuscript was smuggled to the Federation for publication. Illicit copies were circulated throughout the Union.

In 2364, Halev was arrested and sentenced to a labor camp on Cardassia IV. Marita died a short while later. All of his novels were placed on the Banned Books list. He became a *cause celebre* of the underground movement, who secretly swapped his works.

The Detapa council released Halev in 2372. His novels were reprinted on Cardassia and he was acclaimed as a hero for his perseverence.

Halev was an outspoken opponent to the Cardassian alliance with the Dominion. When the Dominion authorities issued a warrant for his arrest, Halev fled to Klaestron IV where he currently resides.

by the Ministry of Public Health and Culture before publication or exhibition.

Literature is the most popular art form amongst the Cardassian populace and so it has the most restricted guidelines. Permitted books must actively promote Cardassian ideology or discredit Cardassia's enemies. Epics such as *The Never Ending Sacrifice*, which describes the service of seven generations of a family to Cardassia, are favorites amongst Cardassian readers. These books are even preferred above tales of valorous Cardassian officers defeating the schemes of dastardly Starfleet officers bent on destroying the Union with their corrupt ideals of democracy and individuality.

Cardassians who travel and the upper classes have access to non-Cardassian literature. Dante's *Inferno*, Tolstoy's *War and Peace*, and K'Ratak's *The Dream of the Fire* are all highly regarded works. The Cardassians appreciate Shakespeare's dramas but despise the comedies - particularly *Romeo and Juliet*, in which the two lovers chose love over family.

The visual arts — painting, sculpture, and holo-photography — are not highly regarded by the general populace. Spending time admiring such works is considered wasteful. There are only a handful of galleries on Cardassia prime, all of which are filled with depictions of family life and Cardassians at war. Cardassia IV maintains a museum of Hebitian works that have not been sold off in the past, such as the bone carvings from the First Hebitian period.

Many Cardassians express themselves artistically in the privacy of their homes and only their friends and family ever view their work. The practical mentality of Cardassians means that many use crafts as a creative outlet. Elaborately carved furniture or highly decorated potteries are more appreciated than *objects d'art* by many Cardassians.

The underground movement attracts artists of all varieties who seek freedom of expression. Writers' work is distributed through the organization. Members of the movement hold secret exhibitions and readings. But this is not without risk; the labor camps on Cardassia IV are filled with writers whose work criticizes the government. These artists experienced unprecedented freedom during the rule of the Detapa council. For eighteen months in 2371-72, a large number of previously banned books were printed, satirical cartoons were published and plays were performed that openly criticized the Cardassian State and way of life. This halcyon era ended abruptly when the Cardassian Union joined the Dominion. The Jem'hadar visited those writers, satirists, and actors who did not flee quickly enough.

Cuisine

Mealtimes are of great importance to Cardassians. Traditionally, the main meal of the day was a time for the whole family to sit down together. In modern times, the evening meal is still considered a time for family, even if modern lifestyles make it more difficult for the family to eat together. A meal is just as important to lone Cardassians or those away from their family, they will never take work to their meal table; a meal should be a time for conversation amongst friends or intellectual discussion between comrades.

To a Cardassian, a meal is not just food to be consumed; it is a feast of color and artistry. The laying of the table, the color of the dishes and the shape of the kanar bottle are all as important as the food itself. Even a simple act, such as pouring a glass of wine, is savored. Typically a Cardassian will pause to admire the color of the drink before pouring it. Perhaps he will even caress the elaborate spiral bottle before lifting the glass and savoring the aroma. Only then will he take his first sip.

Food is also used as a symbol of power. With whom you share your table is a measure of status on Cardassia. If a powerful Cardassian eats alone, he is stating that he considers no one else is his equal. During the occupation of Bajor, 'comfort women' taken from refugee camps were rewarded with the promise that their families would be well fed.

On the surface the Cardassian approach to food makes them seem like an over-indulgent species, but an examination of recent history shows there are more concrete reasons. When drastic food and resource shortages brought about a revolution, the new military government plundered Cardassia's artistic and archaeological treasures to fulfill their promise to put food on every Cardassian's plate. With much of Cardassia's great art gone and a government that restricted new art, the Cardassians established a new form of artistic appreciation through their food and mealtime rituals.

Cardassians are omnivores, though many of their dishes are meat or egg based. These are generally cooked. Meat dishes include Sem'hal stew and zabo meat steak, both of which are enjoyed by non-Cardassians. Taspar eggs and Regova eggs can be prepared in a number of ways, similar to Terran chicken eggs. Many dishes are flavored with yamok sauce, a condiment that is found on every meal table in the Cardassian Union. Hot fish juice, a broth-like drink, is highly favored for breakfast.

Kanar is the Cardassian spirit of choice. It comes in several varieties; it can be similar to whiskey, wine, or liqueur. It is highly intoxicating and the strong taste takes some getting used to.

In recent years kanar has proved popular outside the Cardassian Union, but the Dominion War has made it as difficult to find as Romulan Ale in the twenty-fourth century. Kanar has a tendency to spoil, so keeping a supply on-hand is difficult for bartenders outside the Union.

Family

Cardassian families are tightly knit. Usually, parents will have between three and ten children, and sometimes more. An only child is an anomalous occurrence. Families live together in the Cardassian household, with the father being the head of the house. It is not uncommon for the family unit to be extended from unmarried aunts and uncles to grandfathers and grandmothers, all living together in the same household. The Cardassian people venerate age, and elder Cardassians are seen as wise to the ways of the universe.

Cardassian families share in the disgrace of one of their members; therefore much pressure is put on the individuals to uphold the family name. If a family member stumbles, much effort is put into concealing the fact from the powers that be. If concealment cannot be achieved or the action is quite dastardly, then the member is usually ostracized by the family and turned into a pariah. Usually the member will accept this disgrace to avoid having his family disgraced in his name.

Divorce is uncommon among the Cardassians, except in cases where the acts of the husband or wife would bring disgrace unto the house as a whole. Generally two Cardassians who marry will do so for life, however a certain amount of philandering is almost expected by the males of the species. While this is frowned upon by society, the people tend to turn a blind eye toward this type of behavior among the males. The female Cardassians do not enjoy this privilege, as they can be outcast for such loose moral character. A disgraced woman carries a heavy social burden.

Cardassian mating is different from other species, and sometimes those differences are very misunderstood by outsiders. A potential mate indicates interest by expressing a bickering, almost beligerent attitude. This bickering has caused more than one interstellar snafu as misunderstandings spring from hot debates between diplomats. Fertility is of paramount importance, as a mate that cannot bear children is shamed. Men prefer spirited women, and the females of the species tend to prefer strong, dominant males.

The Feeds

Early in Cardassian history, the Obsidian Order learned that well-entertained masses are often too distracted to be mindful of revolution. The best way to remain in power was to placate the citizenry with the Feeds. The Feeds are a network of broadcast screens throughout the Cardassian city streets that broadcast propaganda to the masses all day long. Each home on Cardassia is required by law to have a Feed. On the streets, huge monitors show speeches, trials and executions. In the home, the Cardassian has a choice of five Feeds, however all of them are essentially the same. All extol the glory of the Union. All insist that service to the state brings happiness. And of

Feed Hacking

Criminals who wish to go against the rule of law and modify their Feed units must make a Computer (Hacking) versus Difficult to modify the software, and Security (Security Systems) versus Difficult to modify the hardware. This allows them to make the modifications, but not to avoid being caught at it. The units are intentionally quite complicated pieces of equipment. At random intervals, the unit makes a self-diagnostic and reports any anomalous readings to the Obsidian Order's central computer network. There are several checksums in place for both hardware and software. For instance, disabling the self-diagnostic will alert the Obsidian Order, because the self-diagnostic will not take place as scheduled. Some unscrupulous individuals have two feed units - a modified version that they keep hidden and off-line, and an unmodified unit that they keep online. They can then hot-swap the two as needed, then hot-swap them back to prevent detection. Even this is dangerous, though, as the self-diagnostic can begin at any moment and alert the authorities.

course, the main Feed broadcasts the appropriate propaganda of political speeches, trials and executions. Frequently the Feeds show the exact same thing on all channels, and the home feeds can be operated from the source, forcing the message to play in the home whether the homeowners want it or not. The same propaganda Feeds are broadcast throughout the Union, not just on Cardassia.

Some unscrupulous individuals modify their Feed unit, allowing them to receive Federation broadcasts or to block the propaganda Feeds. These individuals are criminals, and the Feed units can report such alterations during random automated diagnostics, so most Cardassians choose to just leave them alone. At least one criminal a day gets executed for Feed unit alteration, and that keeps the citizens reminded that the Feed units are the property of the government and are not to be modified by unauthorized personnel.

Religion

Worship is banned on Cardassia. There is no organized religion and assembly for the purpose of a religious ceremony is a crime.

Ancient Cardassians were polytheistic and worshipped a large pantheon of gods. The names of these gods varied from region to region, but they generally served the same purpose. This diversity of gods gave rise to a large number of priests and temples. Considerable wealth was accrued by the priests at these temples. Mostly the wealth was used for the purchase of 'sacred' art and precious artifacts.

There were also lesser gods and spirits that were worshipped. Small shrines were erected to the spirits of particular streams or roads. Before crossing the stream or walking the road, a small prayer of thanks was given. It was believed that everyone had a *klaren*, or guardian angel. Thanks were given to this spirit every morning and an offering was made every birthday.

About 5000 years ago a unified religion arose on Cardassia. A priest named Heket traveled widely and discovered that different towns worshipped different dieties. In one town that he visited, Keldok (the sky god) was worshipped; while in another town, Rhub (the god of crops and the fields) was the primary deity. He was disappointed that some gods were unknown in some parts and that others went un-worshipped. Realizing that hundreds of gods were too many for people to remember, let alone worship, he set about cataloguing the gods and categorizing them into four "Divine Presences". These were *Jonak Waresh* (gods of the world), *Jonak Mabd* (gods of the body and soul), *Jonak Athela* (gods of fate and destiny) and *Jonak Styk'Acken* (gods of wrath, vengeance, and the afterlife). While he practiced the worship of these Presences at his own temple in Govarr, it was not until after his death that his teachings were passed on to other priests. His faith, *Telerath Jonak*, gradually spread peacefully throughout Cardassia.

The harsh conditions of modern Cardassia lead to more and more people turning their back on their faith. If the Divine Presences could not prevent the famine and poverty that wracked Cardassia, then they must be powerless. Why should they be still be feared and worshipped?

However, the Church and priesthood continued to exert considerable political influence during the reign of the Detapa council. During the war with the Klingons, Togor Theghen, a senior priest of *Telerath Jonak*, organized a demonstration for peace in the Imperial Plaza. The protest received massive public support and lasted seven weeks, until troops and tanks from the First Order

Selection of Cardassian Gods

Since gods had different names, in different parts of Cardassia, the best-known name is given, along with variations. Ironically, the names of these ancient gods are still used to name starships.

Keldok (or ***Keldak***, ***Geldag***): god of the sky, the father of all other gods.

Glacett (or ***Marett***, ***Lametta***): mother goddess and protector of pregnant women. She was both daughter and wife of ***Keldok***.

Vakar (or ***Vashkara***): god (or goddess in Elekanda) of storms and lightning.

Tiamar: god of fire. Anyone who was burned was believed to have angered him.

Styk'Rakan (or ***Syx'Krak***): god who transported damned souls to the underworld.

Arik'Asha (or ***Arik'Vassa***, ***Varikassa***): ruler of ***Vasha***, the lowest level of hell. She meted out punishment to the greatest of evildoers. It was she that one prayed to for forgiveness, for she was believed to be capable of great mercy.

Bok: small winged, gargoyle like messenger of the gods.

moved in to disperse the protesters. Over one thousand men and women died. At the insistence of the Central Command, the Detapa Council outlawed all organized religion on Cardassia. Thegen was publicly executed for treason.

Religion is also banned on client worlds of the Cardassian Union. It is feared that religion may be a focus of anti-Cardassian sentiment and a focal point for resistance. An exception was made to this rule - Bajor. When Cardassia banned the worship of the Prophets in the first months of the occupation, there was a massive response from the Bajoran populace. A wave of strikes and protests swept across the planet. In order that Bajor wasn't lost before it had been fully secured, the Prefect ordered that the Bajorans could continue to practice their religion. However constraints were imposed, such as limits to the size of congregations.

Member worlds of the Union are permitted freedom of religion. However, they are not allowed to establish temples on planets other than their own.

There are a considerable number of devout believers in the underground movement who desire the right to worship freely and publicly. This right was re-established when the Detapa Council was restored in 2372. It was just as quickly revoked in the following year when Cardassia joined the Dominion.

Organized Crime

Before the Detapa Council, before the Central Command and the Obsidian Order, the Scravvan Families organized Cardassians globally. Despite famine, military coups, wars, and the Dominion, the Scravvan Families' business prospers. Their business is crime.

History

Some historians believe that the Scravvan Families originated in pre-industrial times, when gangs of gamblers and racketeers protected rural townships from bandits. While many Family members emulate the mixture of criminal activities and civic responsibility of those gangs, most scholars agree that their origins can be traced back to early industrial times. As towns grew into industrialized cities, the large population masses made for easy exploitation by those so inclined. Illegal gambling, drug dens and protection rackets were commonplace. Those who organized

these illicit activities formed close-knit groups to ensure loyalty and discourage outside interference. With the Cardassian devotion to the family, it was inevitable that the term 'family' was applied to these criminal groups.

Initially the Families consisted of members of the lower Scralan, Ti'alek, and Hibalek classes. They provided drugs, prostitution, and gambling. Through typical Cardassian ruthlessness and organization these businesses grew at a rate that would turn a Ferengi green with envy. The Scravvan Families began to acquire interests outside their petty criminal activities. Some backed labor movements and unions, generally to facilitate racketeering but sometimes for more benevolent purposes. Others expanded their businesses into wealthier neighborhoods and began to service (and recruit from) the Amarlek and Ra'malek classes. The Families' influence continued to expand as industrialization progressed and a global economy began to emerge. Several of the families are even of the Trelek class, who banded together in secret almost 900 years ago to form a conglomerate of *vesala* to keep the lower classes down. A loose worldwide confederation of disparate Families evolved from this mish-mash of the Cardassian social ladder.

As famine swept across Cardassia, and the riots, looting and disorder ensued, the Scravvan Families stepped in. In many towns and cities the Families enforcers imposed curfews and maintained order. The Families ensured that food and medical supplies reached the poorest Cardassians. Of course, there was still a profit to be made in black-marketeering.

When the military seized control, they did their best to crush the Scravvan Families. The Central Command

Episode Seed: Scravvan Trouble

Family members have been dying of mysterious circumstances. Some suspect it is the Obsidian Order trying to eliminate the heads of the families, and others believe it is one Scravvan family attempting to take over the resources of others through assassination. The characters must discover who is making hits on the families and why...

purged the government of any officials with ties to the Families. Scravvan bosses were convicted in highly publicized show trials. The military also cleaned its own house. Any soldier convicted of black-marketeering or smuggling was executed.

Despite all of this, the Families survived. The Central Command may have eradicated hunger from Cardassia, but it did not eradicate poverty. While much of Cardassia prospered, there were still many areas where essential goods and services were scarce. It was in these slums and ghettos that the Families went to ground. Here they still prospered despite the watchful eye of the Obsidian Order and the harsh punishments meted out to these criminals. The people of these poor neighborhoods did not care for Cardassia or the military. Their loyalty was to their family and to their Scravvan Family.

During Cardassia's wars with the Federation and Klingons, the Families conducted business as usual. But when Cardassia allied herself with the Dominion, the Families chaffed under their new masters. When Legate Damar openly defied the Dominion and formed his resistance movement, the Families gladly provided whatever aid they could.

Thousands of Family members were wiped out during the massacre on Cardassia Prime at the end of the war. Some smaller Families were wiped out completely. Despite their losses the Families were often the only form of organization left in many parts of Cardassia Prime. They organized relief efforts and distribution of food. While the government and the military struggled with the global catastrophe, the Scravvan Families worked on the ground with the Cardassian people.

Modern Scravvan Families

The bread and butter businesses of the Families are the same as they have always been - supplying the people with that which they desire and which the law says they should not have: prostitution, drugs, and gambling. These are conducted in the slums and ghettos of Cardassian cities, where they can do so openly and without fear of the authorities. Local Gangs of dispossessed youths are ideal for recruitment as muscle.

The Families control virtually all gambling throughout Cardassia. They run every vole-fight and all the bets on them. They conduct all of the betting on legal vole racing. And they run every unlicensed casino in the Union. The government has legalized a very few casinos and the Families have controlling interests in all of them. A few years ago the Orion Syndicate tried to open gambling joints on several border worlds. The Scravvan Families bombed every single one in a span of a single day.

Smuggling and black-marketeering are also highly profitable for the Families. Luxury goods from outside the Union are highly sought after among wealthier Cardassians. The death penalty for black-marketeering still stands in the military, but the crime is generally overlooked. Military supplies, from food and medical supplies to phaser rifles and even *Galor*-class disruptor banks regularly change hands both inside and outside the Union. It was a point of pride that the Scravvan families supplied weapons for self-defense

Vole Racing

Cardassians enjoy gambling, and the government condones it as long as it is state sanctioned and the Central Command earns its cut. However this does not stop illegal gambling activities, such as the vole races, and its even more heinous cousin, the vole fight.

Vole races are quite popular among the Union's soldiers and civilians. The races are outlawed on Cardassia, so the gamblers must meet in secret to place their bets. The house acts as bookie, and odds are laid according to strength, tenacity and speed of the rodent-like creature.

Many gamblers bring their own voles to the races. Such criminals will go to great lengths raising and training their voles to ensure their bets. Some even go so far as to pump their vole up with various strength and endurance enhancing drugs, but more than one trainer has been killed by doing so by his fellow gamblers.

With numbers painted on their back to identify them, the gate drops on the track and the voles explode off the line. The courses can vary from gambling den to gambling den, as the illegal nature of the so-called sport makes regulation courses impractical. It is not uncommon for the voles to fight on their way to the finish line, and side-bets of which vole will win the scrap start flying throughout the den. Eventually one will cross the finish line and the bets are paid out. The surviving voles will race again. This will continue for two or three hours before closing down, only to pop up elsewhere.

What isn't generally known is that the Families control the gambling dens throughout the Union. If a den springs up to encroach on the Family's territory, it quickly gets raided by the Obsidian Order, shut down, and the criminals engaging in the activity are executed. This ensures that there is no competition.

to Cardassian colonists in the DMZ.

Senior Family members regularly mix with the upper echelons of the Central Command and the Detapa council. It is open knowledge that they control vast criminal empires but they are regarded as important citizens of Cardassia.

The Families rarely fight amongst themselves. A council of Family leaders settles disputes between Families. It is highly unusual for outright warfare to erupt between Families. This is not to say that the Families are a peaceful organization. Bitter enmity often exists between rivals in different Families or even within the same family. Promotion within a Family is often achieved by eliminating a superior member. The Families bring their collective might to bear on the Orion Syndicate and Ferengi Daimons. The Scravvan Families consider The Cardassian Union to be their territory. Any incursion by criminal organizations from outside the Union is greeted with extreme violence. The Scravvan Families believe that the Cardassian people should be protected from outsiders and exploited by them.

The Families plays a dangerous game of balance with the Obsidian Order. The Order is certainly not in the pocket of these underworld families, as it does sometimes catch the criminals and execute them. But the Families go to great lengths to hide themselves from the Order by working from within. Indeed, many high-ranking operatives of the Obsidian Order (and Central Command) are part of these underground crime families. These criminals ensure that the Obsidian Order isn't looking in the wrong places. They divert the Order's attention through *vesala* and identification of state traitors and other criminals. It is through this unwilling partnership that the underworld eliminates most of its competition. Sometimes the underworld will sacrifice part of itself to appease the Order, intentionally setting up members that it wants to eliminate from its ranks, all for the betterment of the Family.

Crime Family Ranks

Bravvan are the lowest Family members. They can control a neighborhood, control a network of pimps and girls, or run a vole-fighting syndicate with the associated gambling. Gang leaders, pimps, and protection racketeers dream of becoming a bravvan. For bravvan are part of the family and are entitled to all of its privileges and its protection.

Sopravvan are the middle ranks of the Families. They run casinos, control drug networks, or oversee all of the Bravvan within a district.

A Ravva'gul is senior member of a Family. He controls all Family activities in a city. Some Ravva'guls control the entire criminal activities of small worlds.

Corlevvan is the title of the head of the Family. Corlevvan are generally well-known public figures. The heads of the most powerful Families regularly keep in touch with one another to ensure business runs smoothly.

Major Scravvan Families

The Tegraf Family is the most powerful Family on Cardassia Prime. They control Cardassia City and several other cities. Corlevvan Denan Tegraf and his eldest son were killed in the Dominion massacre, leaving no heir to the Family business.

The Sharal Family controls several major spaceports on major worlds throughout Cardassia. Its primary income is derived from the importation of banned goods and the smuggling of narcotics. Corlevvan Das Sharal is a recluse. He sees no one in person and is believed to live aboard a starship. The Tegraf Family's control of spaceports on Cardassia Prime is an obstacle to Sharal getting a foothold on the capital.

Dissidents

When any government wields its power with an iron fist, as the Cardassian government has, political dissent is sure to evolve. A repressive government unwillingly nurtures groups who are dissatisfied with the state of their society, and Cardassia is no exception to this sociological rule.

Dissent on Cardassia Prime is a rare thing, simply because the Obsidian Order is so watchful for this type of treasonous behavior. Because of this, the groups have to be

Dissident Groups

Several groups of dissent are listed below. The list is by no means conclusive.

The True Way: A violent group opposed to the peace treaty between Cardassia and Bajor. They blame the Federation for Cardassia's economic & political troubles.

Cardassian Underground: A non-violent dissent group who focuses on peace as a solution for change. They want a democratic society, civil rights, and a better life for their children. After the Dominion War, the Underground became the Democratist Movement.

The Federation Faction: This non-violent group actively works toward the day when the Cardassian Union and the United Federation of Planets can one day merge as one.

Private Citizen: This group of citizens works to eliminate the Obsidian Order and undermine their efforts of spying. They broadcast pirate feed signals across feed lines, hoping to 'infect' other Cardassians with their ideas. The Obsidian Order considers this group to be the most dangerous.

so cautious that they often border on paranoia. This makes it difficult for a potential new member to join a dissident group, and therefore their memberships are often limited to two or three trusted people. On Cardassia, you are with the Cardassian government, or you are against them. Dissenters are prosecuted under the laws of treason and sedition.

The situation is a little different in the rest of Cardassian space. While the Order can maintain a firm grip on Cardassia Prime, its influence is not as wide-spread on other planets. It is here that political dissention flowers and blossoms for the Cardassian people. Groups organize themselves into small cells to further avoid detection.

Protest is a difficult thing in Cardassian space. Those who vocalized their dissent would draw unwanted attention to themselves. Most would gather into small confederations that would try to use their *vesala* to undermine the government's rightful authority. Until the Bajoran Occupation it was the only way the people knew how to protest the brutality of their government.

All of that changed when the Cardassians occupied Bajor. The Bajorans were spirited, and they fought back where so many others had rolled over to the Central Command. The Bajorans, through their actions of terrorism against their Cardassian masters, taught the Cardassian dissidents that violence could be an answer to political problems. Until that time, the thought was unprecedented and unimaginable. In the last several decades, some of these Cardassian dissident groups have embraced violence as a means to an end.

The Justice System

Cardassian justice is swift and effective. The legal system both protects the Cardassian populace and shows them clearly that they are being protected. To Federation observers the system seems harsh and unfair because the accused is not permitted a defense and there is a significant possibility that innocent men and women might be punished. But to the Cardassians, the fate of a few innocents matters little when compared to justice for the Cardassian State and its people.

The Cardassians boast that they have the most efficient criminal investigation system in the quadrant. Investigators have broad powers under Cardassian law, including torture. The DNA records of all Cardassians citizens are a powerful tool during an investigation. The Cardassian authorities even allow investigators to cross the borders of foreign powers to apprehend suspects.

When a suspect is arrested he is told, "You have the right to refuse to answer questions although such a refusal may be construed as a sign of guilt." A suspect may be interrogated or tortured to establish his guilt. Once a convincing case has been made against the suspect, he is imprisoned to await trial. He is no longer considered a suspect; he is now an offender.

The trial of an offender serves two purposes - to demonstrate the futility of behavior contrary to good order and to assure the Cardassian people that criminals are caught and punished. To facilitate this, trials are broadcast across Cardassia. Trials usually last less than a single day, to ensure that they are compelling viewing.

An Archon presides over a Cardassian court. She is both the judge and prosecutor. A Public Conservator represents the offender. The Conservator may point out flaws in the Archon's case but he may not call witnesses nor bring new evidence. Conservators have occasionally won a case, but this incurs the wrath of the Cardassian legal authorities. The offender is permitted a single Nestor, an advisor appointed by the court. There is no public gallery, but the family of an offender is expected to attend in order that the Cardassian people may see them weep.

A trial begins with a declaration of the charges against the offender and the sentence he is to receive. The trial only shows how the offender was found to be guilty. Witnesses are called and evidence is presented to prove the Archon's case. The Conservator may submit no evidence. The spouse of the offender is given the chance to testify against him so as to distance herself from his disgrace. The final testimony comes from the offender himself. He is compelled to testify. There is no right to silence under Cardassian jurisprudence.

At the end of the trial, after the Archon sums up her case, the offender is expected to concede to the wisdom of the state and accept his sentence with equanimity. The Conservator will counsel him to express remorse for his actions. The offender is lead away to begin his sentence immediately. Executions are carried out within days if the sentence is death.

Military and political prisoners are often submitted to the same trial procedure. Such a prisoner may be offered a lenient sentence if he agrees to confess all his crimes during a trial. When the only alternative to accepting such humiliation is further torture, a prisoner might easily succumb. When the Cardassian populace see a Federation officer confess to war crimes against Cardassian soldiers or a leading dissident admit to crimes against the State, they will be certain of the absolute superiority of the Cardassian way.

Science

The purpose of Cardassian science is to serve the state. The Central Command controls all research and exploration. It dictates which sectors of space are to be explored. It decides which research projects can proceed and which are of no value to the State.

Episode Seed: Purity

A genetically engineered young Cardassian woman has escaped the labs of the Obsidian Order, and has thrown herself at the mercy of the Federation. She is the first successful experiment for a genetically 'pure' Cardassian, and is very valuable to the state. The Obsidian Order begins a massive manhunt. If the PC's are from the Federation, they must either send her back, or give her asylum. If the PC's are Cardassian, they are sure to gain vast amounts of *Vesala* for finding her...

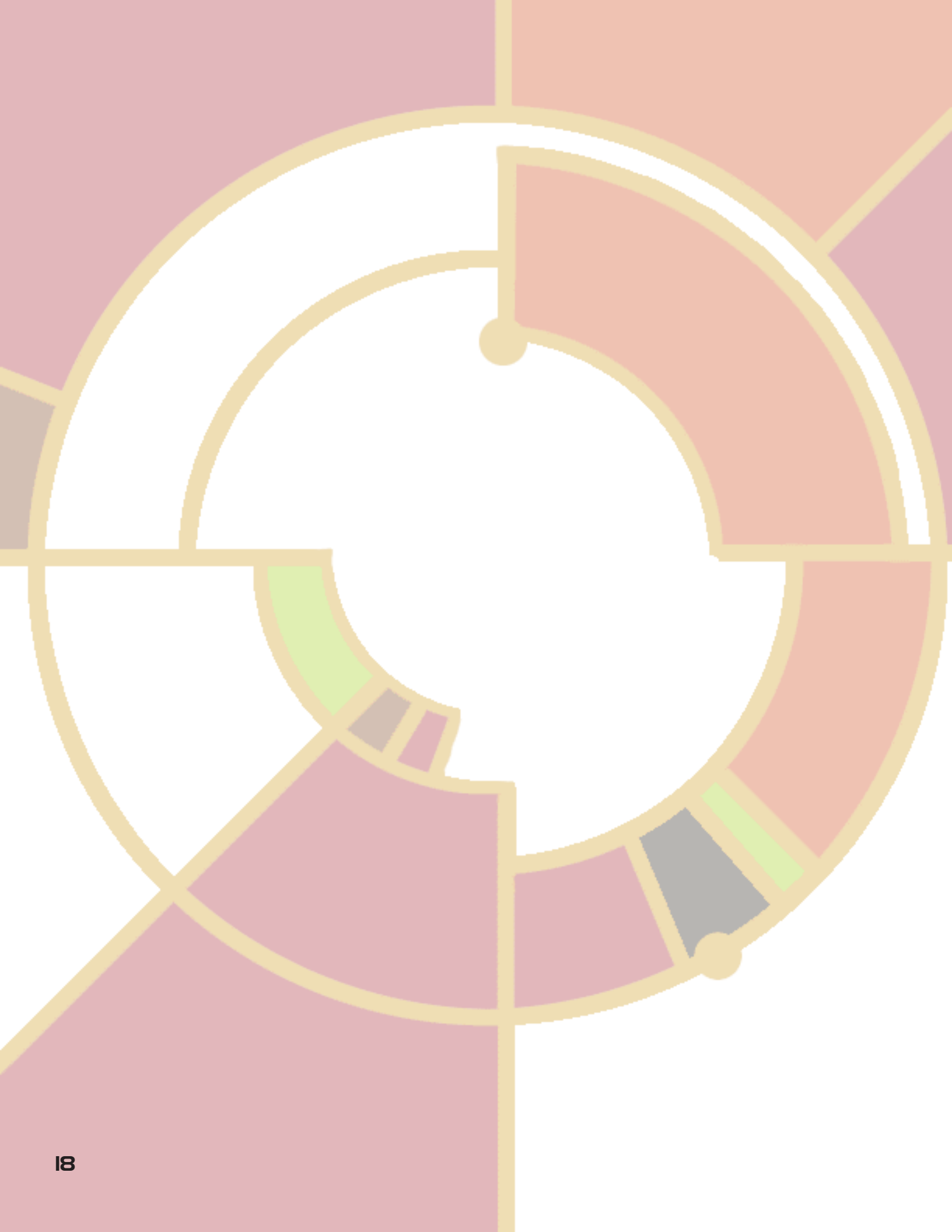
Cardassia's unparalleled education system and the renowned Cardassian attention to detail mean that Cardassia produces scientists of the highest caliber. A majority of Cardassian scientists are women, due the gender bias in Cardassian society. While many scientists are content to work for the improvement of the State, some are dissatisfied with the emphasis on practical projects. There are close links between the dissident movement and those researchers more interested in pure science.

The Cardassian Institute of Science is the Union's pre-eminent centre for research. Most of the Union's weapons research takes place here. The Central Command strictly controls it and security is very tight. The staff jokingly estimates that one in three of their number is an Obsidian Order operative. Whether the Order is there to protect the Institute's secrets or steal them is unknown.

Space exploration is carried out with the specific purpose of increasing Cardassia's resources. The discovery of new mineral-rich planets is of primary importance. When such a planet is located, it must be further appraised. Detailed requirements for mining must be determined, potential hazards investigated and the indigenous population must be evaluated to determine whether they can be employed as vassals or must be subdued.

The military does not posses purpose-built explorer vessels. Instead, *Galor*-class warships perform a limited scientific role. They are equipped with laboratories and have a small complement of scientists. These scientists are usually assigned with specific missions in mind. The commanders of these ships are often women. Female officers who overcome the sexism in the military to rise to the rank of Gul frequently find themselves sidelined by being assigned to exploration vessels. These officers tend to be ruthless from the bitterness of their position in the Union.

Advances in medical science are brought about for military purposes. Surgical techniques are developed to assist injured troops and vaccines are developed to allow Cardassian forces to fight on alien worlds. The treatment of ordinary Cardassian citizens is not considered important enough to devote research to. In particular, attempts to prolong the average Cardassian lifespan are considered contrary to the needs of the already overpopulated State.



CARDASSIAN HISTORY

WRITTEN IN OBSIDIAN

The Hebitian Age

Cardassian recorded history begins in the first Hebitian Era. The reign of the Hebet dynasty and the subsequent prosperous and peaceful years of the Hebitian League are considered to be a golden age of Cardassian civilization. While it is true that this was an era of unparalleled artistry that produced many of Cardassia's most valued artifacts and monuments; the Hebitian League was built on the backs of slaves and the lower classes. As ever, most Cardassians were simply struggling to survive.

The First Hebitian Period

Garash Hebet was born the only son of Onat Hebet, the ruler of the city of Korlarem. Onat had used Korlarem's armies to conquer much of the surrounding region. He raised crippling taxes on conquered peoples so that he could build Korlarem into a vast and majestic city.

Garash was raised to rule over his father's empire. However, as he approached manhood, it became apparent that he was cut from a different cloth than his father. His aunt Madita, who was matriarch of Korlarem's wealthiest merchant family, had supervised Garash's education. Madita taught him that money and bargaining were often better methods for achieving one's goals than force. While Onat was a straightforward man, Madita was wily. And Garash learned that from her too.

Onat refused to hand over his city and his armies to his son. But little by little, Garash gained control. With Madita's assistance he gained a prominent place on the city's council. Here he could influence monetary and legal rulings for the city and the conquered lands. Time and again he clashed with his father over council deci-

Timeline

All years are in Terran Standard.

Circa -16000: City-states are established. First use of metals.

Circa -10000: Several city-states form an alliance, the Hebitian League. First writing.

Circa -6000: First Hebitian Civilization falls.

Circa -3000: Heket, a priest, develops new religious doctrine.

Circa –2800: Julun Kassat spreads Heket's teachings. Second Hebitian period begins. Science and discovery mark this period.

Circa 600: Gunpowder weaponry developed.

Circa 750: The Hebitian alliance is destroyed by internal conflict.

795: Third Hebitian Empire is founded.

926: Third Hebitian Empire falls.

957: Sotaran-Hebitian League formed.

1181: Sotaran-Hebitian League dissolved.

Circa 1200: Early industry.

1300: Second Hebitian period ends.

Circa 1400: Major industry throughout developed nations. Electricity and internal combustion engines widely used.

1558: Splitting of the atom.

1570: Bajoran solar sail vessel crashes on Cardassia.

1574: Urrent Gar begins his campaign to unify Cardassia.

1579: Cardassia is on the brink of nuclear war for eight days.

sions about taxation and funding for the army.

As Onat grew older he lost the stomach for the constant battling with his son. He spent longer and longer away from Koralem, leading his armies in battle. Garash Hebet became de facto ruler of Koralem. History does not record the fate of Onat Hebet.

Initially, Garash's reforms were slow. As his influence increased, he made more and more sweeping changes. He abolished the heavy taxes that were such a burden on the peoples that his father had conquered. He sent diplomatic expeditions beyond the borders of his lands. His armies were re-deployed defensively. Soon news of Korlarem's wealth and prosperity spread throughout the Okaba region.

Harahk, the ruler of the city-state of Gurrettal saw Korlarem as a rich target for his conquest. On four occasions, Garash had to lead his armies in defense of his realm. Time and again he sent emissaries to his enemy, with offers of alliances and trading pacts.

Harahk grew bored with the offers of peace and had the neck bones of one emissary sent back to Garash. Enraged, Garash raised a huge army and lead them to conquer Gurrettal. Garash Hebet was killed during the siege of the city, and Gurrettal was razed to the ground in vengeance.

Garash's eldest son, Famar, became ruler of Korlarem. The city coffers had been depleted by his father's campaign against Harahk. Famar knew that he must expand the city's trading links to restore the city's prosperity. He sent emissaries and explorers to ever more distant lands.

He was rewarded when one of his expeditions met a similar party of Ka'radan traders from Hannarad. These men had traveled far and wide in search of trade. They knew of many peoples who were willing to exchange foods, goods and treasures. The Ka'radan traders were invited to return to Korlarem to meet Famar Hebet.

Famar was delighted to meet them. He spent days in discussion with them. The more he learned of Cardassia, the more he wanted to know. Eventually the Ka'radan traders were dispatched back to their home, laden with gifts and with a singular offer. Famar Hebet himself wished to make the journey to Hannarad to discuss an alliance.

From this meeting the Hebitian League was formed. Initially the League was only a trading agreement between Korlarem and several city-states in Hannarad. In the decades that followed the trading expeditions from Hannarad and Korlarem spread the news of the League. Slowly the League grew to incorporate dozens of cities, spread over thousands of miles. Food, livestock, jewelry, and works of art were traded across Cardassia. Eventually nations were formed peacefully within the alliances of League. It was a time of peace, abundance, and prosperity that lasted for four thousand years. Cardassia would never see such a time again.

The Fall of the Hebitian League

The League did not reach all of Cardassia. On the other side of the virtually impassable Heshkar Ridge were the Sotaran nations. These peoples developed at a slower pace then the Hebitian League as they did not have the benefit of shared technologies and peaceful coexistence. These were a people endlessly at war. Their nations were created through conquest and borders rarely remained constant from one year to the next.

Conflict was inevitable when the Sotarans first encountered the Hebitians. The Hebitians appeared to be a fat and complacent people, ripe for conquest. But in fact the Hebitians maintained a well-trained and well-equipped army. The first Sotaran assaults on the Hebitian cities were repelled with ease and punitive raids against the Sotarans were simply massacres.

The Hebitians were all too keen to trade with their new neighbors after they had been put in their place. The Sotarans learned Hebitian metallurgical techniques and other technologies to craft swords and other weaponry. They

traded for riding animals to build a cavalry. Within a generation of their first defeats the Sotarans struck again.

The Hebitians found themselves at war with a battle-hardened enemy that was as well-equipped as them and determined to avenge past defeats. Wars raged on and off for one hundred and fifty years. Bitter internal divisions within the Hebitian League caused fractures within. Nations and cities not under threat from the Sotarans refused to aid those who were. Nations in western Patka saw their opportunity to seize territory from the hard-pressed Hebitians on the other side of the straits. One by one the Sotarans pillaged the League cities until they reached Koralem itself.

The siege of Korlarem lasted three years. The Sotarans breached the great city's walls one by one. When the attackers reached the heart of the city, they put every man, woman and child to death. Fasmar Hebet, ruler of the city and head of the Hebitian League, was executed and his headless corpse was hung over the city gate for a month.

In the following centuries, small nations were born and died all across Okaba. The displaced Hebitian peoples built new cities and fought the Sotaran conquerors while Sotaran warlords fought over conquered territory.

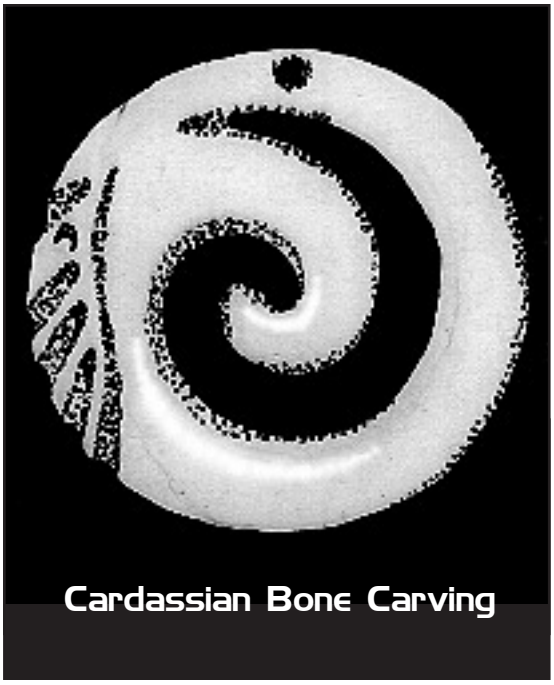
The Second Hebitian Era

Historians broadly classify four and a half thousand years of history as the Second Hebitian Period. This is inaccurate in two ways: primarily because this era had little to do with the Hebet dynasty, and secondly, there was no single political entity that lasted throughout the entire period.

The catalyst for the creation of a new unity between the nations of Cardassia was the priest Heket. He had spent much of his life traveling throughout Cardassia to study and catalogue the vast pantheon of gods worship by different peoples. From all that he learned, he distilled a single, all-encompassing doctrine of faith. This he named *Telerath Jonak*. And his followers spread his teachings across Cardassia.

Julun Kassat, a powerful Sotaran ruler, learned of Heket's teachings and took them to heart. Some accounts say that Kassat's transformation from aggressive warlord to advocate of *Telerath Jonak* was nothing short of miraculous. It is more likely that Kassat had mellowed in his old age. He had achieved both wealth and renown, and had a large family. He was perhaps looking for something different to occupy his time.

He had been recently been approached by Xanam Hebet, a leader of a small Hebitian nation called Darada. Hebet had proposed and alliance, but Kassat had laughed in his face and told Hebet that he would conquer Darada if he chose. After he read Heket's doctrines, Kassat summoned Hebet back to him. He told Hebet that he would agree to an alliance, provided Hebet agreed to teach *Telerath Jonak* to his people. He also threatened to conquer Darada and teach it himself if the other leader declined. Hebet agreed.



Cardassian Bone Carving

In a similar manner, Kassat the Warlord spread Heket's word to many surrounding lands. His devotion to *Telerath Jonak* was famous, but it was always the promise of alliance that brought new nations into the fold. By the time of Kassat's death, there were peaceful and allied nations across all of Okaba.

Kassat's eldest daughter,

1580: Gar's forces fight a limited nuclear war with Gerish. Gar's campaign ends.

1581: The first summit between Cardassian leaders.

1590: The first manned rocket is launched.

1592: The Obsidian Order is founded.

1595: First interplanetary space flight to Cardassia IV.

1597: Fusion power developed.

1604: Colony established on Cardassia IV.

1689: Warp drive developed.

1711: First contact with the Zha'vish. Interstellar war ensues.

1713: The Central Command is formed.

1854: Zha'vish rebels hijack the *Garamesh* and try to crash it into Cardassia Prime.

1871: Detapa Council established.

1946: Jagul Nujal Penor is elected to the Detapa Council. The military begin to establish control of the government.

2286: Contact with Klingon Empire in the Betreka nebula. War breaks out.

2289: First contact with the Federation.

2291: Troops massacre religious protestors in Imperial Plaza. Religion is banned throughout the Union.

2304: Betreka Nebula Incident ends.

2328: Cardassia occupies Bajor.

2347: Union attacks Setlik III, killing over 100 Federation colonists. Federation/Cardassian war begins.

2348: Gharvaa Riots

2351: Construction of Terok Nor is completed.

2354: Starfleet drives Cardassian forces out of Federation space.

2367: Truce between the Union and the Federation.

2369: Withdrawal from Bajor. The Bajorans invite the Federation to administer Terok Nor, and they re-christen it Deep Space Nine.

2370: Treaty finally signed by both Union and Federation. Demilitarized zone is established

2371: Peace treaty signed with Bajorans. Obsidian Order and Tal Shiar fleets fail in an attack on the Founder homeworld. Benjamin Sisko flies a Bajoran solar sail vessel from Bajor to Cardassia Prime. The Cardassian government reveals that an ancient Bajoran craft crashed on Cardassia centuries ago.

2372: Civilian rebellion overthrows the Central Command. Detapa Council regains control of government. Klingons believe this proves Founder infiltration, and tries to capture Council members. Hostilities break out briefly.

2373: Cardassia joins the Dominion. Dukat becomes ruler of Cardassia. Dominion War begins.

2374: Federation retakes Terok Nor. Dukat is captured. Damar becomes leader of Cardassia. Betazed falls to the Dominion/Cardassian alliance. Romulans join the war. Federation counter-attacks at Chin-toka.

2375: The Breen enter the war on the side of the Dominion. Damar leads a revolt against the Dominion. As the Federation alliance begins it final offensive, the Jem'hadar slaughter 800 million Cardassians. Dominion surrenders. The Treaty of Bajor is signed.

Galebra, was a *Telerath Jonak* fanatic. She married Xanam Hebet, and together they expanded the alliance, through conquest and threats. Their descendents would continue to exert considerable influence within the alliance for over five hundred years.

At its height, the Hebitian alliance was spread across a third of Cardassia. Art, philosophy, and religion flourished, hand in hand with science and discovery. Many significant advances were made in metallurgy, engineering, weaponry, agriculture, and medicine. However, it was those technological advances that brought an end to the alliance.

The history of the Hebitian alliance was never a peaceful one. Nations within the alliance fought amongst themselves and those states on the borders had to constantly defend themselves from without. The development of gunpowder weaponry sparked off an arms race within the alliance. As one nation gained bigger and better cannons, they felt compelled to demonstrate them by trying them out on their neighbors. As artillery became heavier and musketry was introduced onto the battlefield, more and more nations were convinced that they had superiority over their enemies. Eventually the entire alliance was at war with itself.

The former alliance nations waged war amongst themselves for several hundred years. Several attempts were made by rulers to unite nations and restore peace. Usually they only succeeded in achieving temporary agreements between a handful of states. Some were more successful than others.

Rifon Haradas founded the Third Hebitian Empire when he negotiated a pact between twelve nations. Together they conquered all of Okaba and most of Sotara. Haradas declared himself 'Emperor of Cardassia' and ruled from Korlarem with an iron hand. His empire lasted until the death of his great grandson, who left no heirs. The twelve-nation pact collapsed as its signatories fought bitterly over who would rule the empire.

The Sotaran-Hebitian League was a loose alliance of states in Okaba and Sotara that were freed after the collapse of the Empire. They allied for mutual defense and economic benefit and brought peace and prosperity to their peoples for over two hundred years.

Historians classify other multinational alliances in Okaba as the fifth through to seventh Hebitian eras. Some even consider there to have been eighth and ninth eras. By the end of the thirteenth century, there were no longer any accords between nations of any kind.

The Unification of Cardassia

The crash of the Bajoran solar sailing vessel is arguably the most significant single event in Cardassian history. It inspired one man to unify Cardassia, to halt the planet's descent into chaos and to drive Cardassians into space. And it remained the most closely guarded secret on Cardassia for 800 years.

In the three hundred years since the end of the second Hebitian era, Cardassia had entered the industrial age. Cardassian nations exploited every last resource that the planet could offer. The air in some cities was so polluted that it was unbreathable. The oceans became dumping grounds for sewage, toxic waste and waste nuclear materials. Vast swathes of forest were destroyed to make way for the gigantic factory farms that were required to feed the ever-expanding population, and the pesticides used on these farms found its way into the water table to poison flora and fauna alike.

The shortages of resources resulted in conflict. Wars were fought for control of resource-rich regions, farms and even over single mines or factories. There was international trade, however Cardassian leaders generally believed that it was better to take something by force rather than pay for it.

One such leader was Urrent Gar. He was the ruler of Lerasan, a large nation in eastern Sotara. Gar understood modern warfare and weaponry and his army was his pride and joy. He had conquered two small nations and possessed nuclear weapons to deter his larger neighbors.

The Coming of the Bajorans

It was early on a summer evening when the Bajoran spacecraft came hurtling through the skies and crashed in a remote part of Lerasan. Once the true nature of the crashed object was known, Gar's military moved quickly to seize the craft. It was removed to a nearby base and a cover story was concocted. The crashed vessel was later moved to a secure location for detailed study. The corpses of the Bajoran crew were autopsied.

Until the existence of the Bajoran craft was revealed, history had shown Urrent Gar to be megalomaniac conqueror. But the truth about his motives is little different. When Urrent Gar came to see the vessel, he was shocked by the absolute proof that aliens existed and that they had greater technology than the Cardassians. He immediately realized that these aliens posed a threat to Cardassia. Gar spent long weeks wondering what to do about the ship. He considered informing the world about the ship, but he did not believe that other nations would put aside their rivalries, even in the face of an alien threat. His final solution was a dramatic one; he would unify Cardassia and prepare the planet to fight.

Gar's Campaign Begins

Gar made careful preparations. He knew that his nation could not conquer Cardassia. He increased the size of his armed forces and began to stockpile nuclear weapons. He dispatched emissaries to secure allies and sent spies to every nation on Cardassia. He hoped that the Bajoran ship would yield technological advances that would assist him, but he did not count on them.

It was more than four years before he made his first move. Within a week Gar's assassins killed heads of state in two nations, plunging them into political turmoil; his tanks rolled across two small nations and into a third; and his nuclear missiles destroyed four major cities of his most powerful enemy.

Nations across Cardassia protested uproariously about Gar's actions. Gar appeared cowed by the threats of retaliation, but while Cardassian leaders talked, he was consolidating his gains.

Gar waited for almost two years before he struck again. He began slowly, by seizing resource-rich territories from three neighboring states. He then waited for their response.

The nations of Aravasi, Jarosana, and Koloen formed a defensive alliance against further aggression by Gar. But Gar's spies had learned that the alliance was somewhat shaky. Gar sent secret proposals to Aravasi and Koloen offering them security and territory if they did not assist the Jarosana when he attacked. They both agreed. Gar's armies outflanked Jarosana's by maneuvering through Aravasi and Koloen. Jarosana surrendered after only six weeks of fighting.

This relatively straightforward conquest allowed Gar to continue his expansion. A small expeditionary force was transported across the ocean to the desert region of Elekanda. They seized towns and settlements and established bases with little resistance from the small indigenous population. When the occupiers began to enslave the local men and abuse their women, a fierce resistance movement began. The rebels hid in the desert and waged a guerrilla war. Gar's troops could not fight and survive in the desert and failed repeatedly to hunt down the rebels.

Gar's forces also conquered several small nations to the north and to the west. His expansion continued until his borders met those of powerful nations. Now Gar controlled almost two entire continents but his next obstacles were formidable ones. He was surrounded on three sides by nations armed with nuclear weapons.

Conquest of the North

Again Gar paused to consolidate his gains. Leaders loyal to Gar were installed in conquered nations and the populations were allowed the freedom to continue with their lives. Only a small fraction of the resources from the conquered nations was siphoned off for Gar's armies. But this was enough for him to expand his armies still further.

To the north lay Findara, a nation of fiercely independent people. Their nuclear arsenal was relatively small but was easily capable of destroying Lerasan. The Findarans had repeatedly threatened Gar with nuclear strikes if he continued his aggression. Gar knew they would not hesitate to retaliate if he invaded their homeland.

Gar's agents gradually infiltrated the Findaran military. They discovered of the location of the Findaran's missile silos and they learned the exact quantity of mobile launchers. Gar's special forces were dispatched across the border to destroy the mobile launchers while his agents sabotaged the silo-launched missiles. The operation was almost entirely successful. When Gar's tanks rolled into Findara only two missiles were launched. One destroyed the Headquarters of Gar's northern army and a significant percentage of the supplies and munitions required for the coming invasion. The second was a dud that landed on the capital of Lerasan, only meters from Gar's command bunker.

The invasion of Findara was a long and bitter struggle. Gar's army had to root out the enemy from every mountain village and coastal harbor. The Findarans were a seagoing people and their navy was superior in both men and ships. Gar's army constantly found itself under the guns of Findara's battleships or being outflanked by amphibious assaults. Gar's air force systematically destroyed the Findaran navy before the army could make serious progress.

It took almost two years to conquer Findara and pockets of resistance fought on for years later. In the following year Gar's armies marched through the rest of the Hannarad continent. Most of the small nations were happy to acquiesce to Gar's rule when promised that they would be left alone on the condition that they supplied him with the resources he asked for.

Eight Days

Gar adopted different approaches to Redaran to the south and Wasir to the west. The Rendarans were a belligerent and aggressive people. Gar knew that he would not get off as lightly as he had in the conflict with Findara. Instead of the expected attack, he chose to amplify his policy of deterrence. He increased the number of nuclear missiles stationed close to the Rendaran border. His message was simple: any Rendaran attack would be suicide. Gar knew that his solution was not permanent, but it would keep the Rendarans out of his hair for a while.

Gar adopted a policy towards the Wasiri that was almost the opposite of his Rendaran one. Wasir was a semi-democratic nation whose people considered their way of life to be superior to that of every other Cardassian nation. Gar offered the Wasiri peace. He unilaterally withdrew his nuclear weaponry from the Wasir border and offered a non-aggression pact. The Wasiri government accepted the hand of peace. However there was some internal dissent in Wasir. A large number of Wasiri considered the formation of any kind of alliance with Gar to be a betrayal of their principals.

To continue his campaign of unification, Gar need to bypass either Wasir or Rendaran to reach the regions of Okaba, Venarhond and Kolari. He achieved this through the backdoor. Golun Jakat, Gar's ambassador to Wasir successfully negotiated a trade agreement that included a paragraph allowing the movement of men and material through Wasir. The Wasiri did not anticipate that Gar would use this clause to mount an invasion.

The Wasiri feared the worst when Gar's men and tanks poured across their border. However Gar was simply taking advantage of his agreement. His officers were under strict instructions that no harm was to come to any Wasiri person or property, any damage was to be paid for and any man violating these orders was to be handed over to the Wasiri authorities.

However the troop movement caused uproar amongst the Wasiri populace, despite its legality and Gar's personal assurances. There were riots and blockades of the highways preventing the passage of Gar's troops. The Wasiri head of government resigned. The troops merely waited until the local authorities cleared the roads and passed through without major incident.

Gar's target was the small and inconsequential coastal nation of Saditir. The Saditiri army was well aware that Gar's army was coming, however they were outnumbered ten to one. Gar's navy began shelling the Saditiri capital from offshore as his army passed through Wasir. The Saditiri government's resolve faltered even before a single tank crossed into their country and they surrendered. Their Generals were made of sterner stuff and refused the order to surrender. Instead, the army fought the invaders to the last man.

Gar believed that he had secured his beachhead into Okaba, but the Wasiri had different ideas. The new Wasiri leader, Keren Hunak, closed the roads through his nation and demanded that Gar withdraw his troops from Saditir. Gar responded by returning his nuclear weapons to the Wasiri border and sending a new convoy of troops into Wasir.

A large contingent of Wasiri troops halted the convoy and surrounded it. Hunak gave Gar an ultimatum, "Withdraw all occupying forces from Saditir, and order the return of the troops currently in Wasiri territory within eight days or face the most terrible consequences."

The whole of Cardassia waited with baited breath for eight days while two great nations threatened to begin a war that could result in the destruction of their entire planet. Hunak believed himself to have the moral high ground and his actions were widely supported by his people. Gar, however, was unwilling to see the end of his campaign to unite Cardassia. It was Gar who backed down.

On the evening of the seventh day, Gar publicly announced his compliance in person. His carefully worded statement portrayed the Hunak as the aggressor who had almost plunged Cardassia into a nuclear holocaust and suggested that it was time for Cardassian nations to begin nuclear disarmament.

Nuclear Conflagration

While Gar's diplomats worked very publicly with their Wasiri and Rendaran counterparts, his troops were being relocated to Elekanda. Here they began to systematically crush the rebels that had been plaguing his outposts for years. Hunak condemned Gar's actions in Elekanda, but Gar knew that the Wasiri people would not support a confrontation over a few savages in a land thousands of miles away.

Gar continued his campaign in the only direction that was open to him – into Rekonda. Long supply routes that traversed the ocean and thousands of miles of deserts hampered his army, but it was fighting less technologically advanced peoples with disorganized militaries.

Gar fortified his borders in eastern Rekonda, and began to build his forces. Short-range nuclear missiles were targeted on Patkan cities.

While Gar's troops were preparing to invade Patka, his diplomats were negotiating the disarmament of long-range nuclear weapons in Okaba and Sotara. His negotiators had strict instructions not to agree to any inclusion of short-

range weapons in the talks. Gar knew that he would need in his continuing campaign.

Despite the fact that his forces were poised to invade several Patkan nations, Gar began to paint himself as a peacekeeper and unifier. To add weight to his claim, he returned three conquered nations to the rule of their own people. These were three of the least troublesome of his conquests, whose governments would support extensive treaties with Gar. The three nations were not permitted to have their own armed forces. Instead, Gar's troops were stationed in their territory, supposedly for their defense.

Gar's critics, especially Keren Hunak, claimed that he was merely trying to mask his warmongering conquests with his talk of unification. But Gar's words did not fall on deaf ears.

In Patka, eight nations were attempting to negotiate a mutual defense pact. The talks fell apart when two nations declared that they intended to negotiate an alliance with Gar. Like dominoes, the other Patkan nations followed. None were prepared to face the might of Gar's armies alone. Soon every nation in Patka was clamoring to join Gar in an alliance. Gar's troops moved into Patka uncontested and looked across the straits towards the nation of Gerish.

Okaba was home to the richest and most technologically advanced nations on the planet. Gar knew that without these nations, he would never fulfill his vision of a unified Cardassia.

Gar moved his short-range nuclear missiles close into Patkan cities. His troops ruthlessly quashed local protest. He was gambling that Gerish's leaders would not target the populated areas with their own nuclear weapons.

Gerish's ruling elite was among the most ruthless aristocrats on Cardassia. Some families could trace their lineage back to the First Hebitian era. They had remained in power for thousands of years by crushing revolutions, conquering their enemies and betraying their friends. They did not appreciate being threatened by an upstart like Gar.

Gerish launched a pre-emptive strike. Tactical nuclear missiles were launched at concentrations of Gar's forces. Within minutes half of Gar's soldiers were dead, consumed by the fierce heat of nuclear fireballs.

Gar made a mistake by believing that Gerish would not fire on Patkan cities. But Gerish's leaders were equally mistaken when they ordered the nuclear strike. While they severely damaged Gar's ability to mount an attack, they failed to target his nuclear weaponry and they succeeded in making an enemy of the Patkans.

The attack inflicted significant collateral damage on Patkan cities. Twelve thousand Patkan civilians were killed, forty thousand lost their homes and uncounted thousands would suffer the extended effects of radiation poisoning. The Patkans demanded retribution.

The Patkan leaders requested that Gar launch a retaliatory strike. Gar agreed, on the condition that the Patkan nations would lend troops to conquer Gerish. They readily agreed.

One hundred and twenty two tactical and strategic nuclear warheads were launched at Gerish. Every city and town, every military base, every power station, and every major road were demolished by nuclear explosion. Forty three million men, women and children perished that day. In the invasion that followed, Patkan soldiers slaughtered every survivor they encounter in revenge for their countrymen.

Every Cardassian nation condemned Gar. Across the world, leaders began to negotiate defense pacts. Keren Hunak tried to organize an alliance of nations to stop Gar, but too many leaders could see the outcome of opposing him.

The End of the Campaign

Gar knew that he could not halt his advance into Okaba. His forces could not wait for re-supply and reinforcements in the radiation-soaked wasteland of Gerish. He ordered his forces into Ashkawin, a small agricultural nation to the north.

The Ashkawin army held firm against the first assault. Morale was low among Gar's troops. Many were suffering from radiation sickness and all of them had witnessed the horrors of nuclear devastation first hand. When the Ashkawin forces counter-attacked, Gar's army was routed out of Ashkawin and back into Gerish. Gar's generals withdrew their forces back across the straits into Patka, against Gar's direct order.

Gar was furious when he learned of the retreat. He had three of his generals executed for disobeying his orders. He began to plan another assault into Okaba. He vowed that any nation that stood against him would face nuclear annihilation.

After Gar's rage abated, he began to listen to the calmer heads amongst his advisors. Notable amongst them was Dal Vetrecia, a senior intelligence analyst and Gar's lover. They suggested that Gar should cease his attempts to conquer Cardassia by force. They proposed he should set up a world government instead, and invite every nation to join.

Vetrecia's intelligence on unconquered nations swayed Gar towards their proposal. Most nations were afraid of Gar's military. The annihilation of Gerish had every advanced nation building short- and medium-ranged nuclear weapons. Any further nuclear conflict would begin a nuclear arms race that would have cataclysmic consequences. In private, Vetrecia pointed out to Gar that a Cardassia unified by conquest would be too weak to resist any alien attack. This convinced Gar.

What he did not realize was that Vetrecia had manipulated him. She had played down the importance of vital intelligence concerning the security of several conquered nations and the potential effect Gar's apparent weakness would have.

Her motives for her actions remain unclear. Perhaps she simply sought peace, or wanted to be the first lady of Cardassia at Gar's right hand. Most likely, she was engaged in an elaborate scheme to seize power from him. But any historical evidence was lost in the chaos that followed Gar's fall.

Gar announced to the world that he was planning a summit meeting for the leaders of every nation on Cardassia. This historic meeting would be the first step to forming a united world government, Gar grandly claimed. He also suggested that his empire was about to begin a space program, and that he would allow any state that participated in the summit to join the space program.

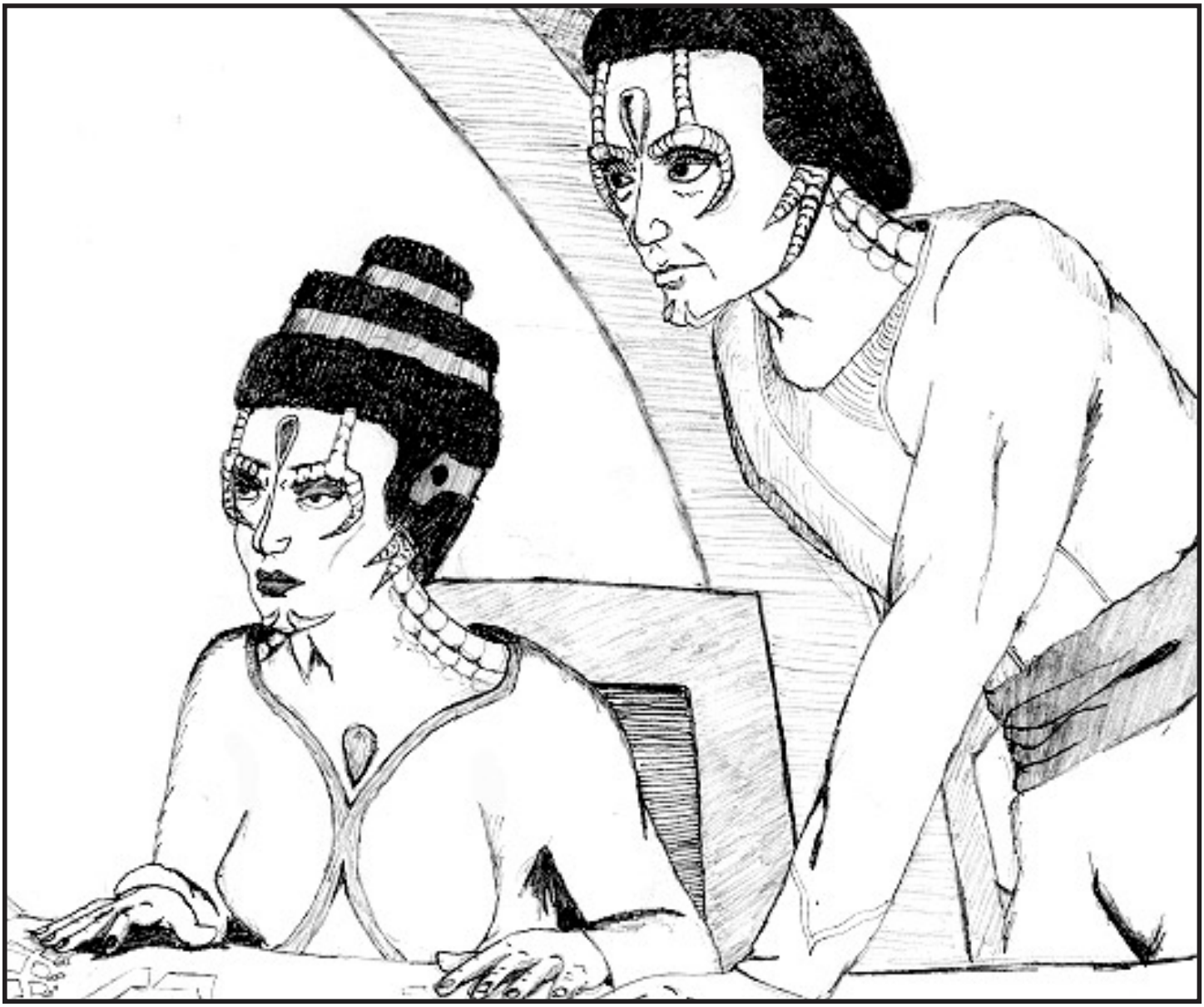
The summit appeared to be enormously successful. Only three nations refused to attend: Wasir, Saditir and the government in exile of Gerish. Every leader in attendance wanted to meet with every other. More trade agreements and defense pacts were signed during the summit than in the whole of Cardassian history.

In reality the summit had achieved little. It overran by almost three weeks, yet the heads of state failed to collectively agree on anything except that they would hold further regular summits. The nations that had joined up to Gar's space program had only agreed to commit small quantities of resources with no promise of anything in return. Despite this, after the delegates returned to their respective nations, Gar declared himself the Unifier of Cardassia.

The Space Age

The First Steps into Space

Cardassian nations had been using chemical rockets for two decades as weapons and to launch communications and spy satellites into low orbit. The prospect of building rockets large enough to carry Cardassians into space was prohibited by the vast cost involved. Only Urrent Gar, ruler



of two thirds of the planet, had access to the resources required and the desire to venture into space.

Scientists and engineers struggled for almost ten years to design a rocket large enough to carry a manned capsule into orbit. Gar seriously considered scrapping the program and replacing it with a massive missile defense project capable of defending Cardassia against attack from space.

But the solution was already under investigation. Almost twenty years after it crashed, the Bajoran capsule gave up its first secret – a lightweight alloy. This revelation was announced as a breakthrough by a commercial metallurgical concern and was quickly pressed into use by the space program.

Gar stood along side the leaders of every major nation on Cardassia as he watched the rocket carrying the capsule containing the astronaut Gir Yarin blast into space. All of Cardassia watched for three days as Yarin's capsule orbited the planet and then returned safely to Cardassian soil.

To the Planets

In the decade following Yarin's first flight, a dozen more Cardassians were launched into orbit. But the space program was in danger of being cancelled. Several conquered nations in Gar's empire were showing the first signs of revolt and Gar had to devote resources to maintain control. The other nations that contributed to the program were growing weary of supplying valuable resources for no measurable return.

Gar knew that if the space program were to survive it would have to have a definite goal. He decided that Cardassia must venture to the planets. When he presented his plan to the Cardassian leaders, he put it into terms that they would understand. Any nation that contributed to the program would be granted resources rights on Cardassia IV in proportion to their contributions. No nation on Cardassia could ignore this and every nation except Gerish contributed.

The project was given a five-year deadline. If the team could not achieve that, they would have to wait two more years for the planetary orbits to reach alignment again. There would be no test launches and no test flights. Against all odds, a gigantic five-stage rocket was designed, constructed and launched on time.

After a three-month flight, a six-man team led by Darin Ikarra landed on the surface of Cardassia IV. Ikarra and his team spent several hours outside in environmental suits before they opened their helmets to breathe the air of a new world.

After the first successful flight to Cardassia IV every nation on Cardassia was hankering after further missions to establish a permanent base and begin exploiting the planet. Two further rockets were under construction when a further technological development was extrapolated from data gained from the Bajoran ship – fusion power.

The two missions were launched to Cardassia IV and the base was established. Almost immediately following their launch, a fusion-powered craft was launched into orbit by rocket and traveled to Cardassia V in a fraction of the time the two great rockets took to reach Cardassia IV.

Gar now believed that he had achieved what he had set out to do. In less than three decades he had unified Cardassia and given her the power to face any threat from space. Now seventy years old, he began to look for a successor.

Urrent Gar's Legacy

Urrent Gar never quite achieved his dream of unifying Cardassia. National leaders would continue to meet annually, but it would be another two hundred and eighty years before a single government ruled Cardassia. However, he did take his race into space and prepared them for conflict among the stars.

But his most lasting achievement remained a secret during his lifetime – the Obsidian Order. He appointed Dal Vetrecia as the head of the Order and charged her with three specific tasks. Its primary objective was to protect Cardassia from threats without and within. The second objective was to safeguard the Bajoran craft and ensure its secrecy. Its final task was to ensure that when Cardassian ships ventured beyond the bounds of the Cardassian system it did not approach Bajor. Gar believed that the Bajorans must be a highly advanced civilization, and therefore should be avoided until Cardassia was capable of meeting them on equal terms.

Gar failed to find a successor whom he could trust with his empire. As his mind was eroded by senility, his empire was eroded by internal strife and rebellion. Finally Obsidian Order agents at the command of Dal Vetrecia assassinated him, so that she could place her puppet on his throne. But she was too late, for Gar's empire had fallen.

The Creation of the Union

In the first decades of space travel, international rivalries began to spill into space. Cardassia IV had been terraformed by an engineered virus and had become the breadbasket for Cardassia Prime. Every space-going nation on Cardassia was racing to exploit it to its full potential. Military units were dispatched to protect their countries' interests. Open conflict became more likely with every passing day.

The discovery of warp travel averted the brewing conflict. Suddenly it seemed as if the Cardassians need not squabble amongst themselves for scarce resources. Now they had the whole galaxy to exploit.

Interstellar War

The Cardassians did not take tentative steps out into the galaxy. Instead, there was literally a space race, as each nation hurried to complete a starship before their neighbors and be the first to claim new worlds for exploration and exploitation. Hundreds of primitive starships ventured out beyond the Cardassian system and many of them were never heard from again. At first the Cardassians only discovered uninhabited planets or those with primitive populations who could be easily enslaved, until they encountered the space-going Zha'vish and Cardassia became embroiled

in its first interstellar war.

In 1711 the starship *Faragan*, belonging to the Cardassian nation of Rendaran, encountered a Zha'vish exploration vessel. Gul Thakar of the *Faragan* made peaceful contact with the captain of the Zha'vish vessel, despite language difficulties.

Each captain was escorted on a tour of the other's ship as part of the diplomatic pleasantries. Gul Thakar saw that the Zha'vish vessel was technologically decades beyond Cardassian ships. He also observed that the ship was unarmed. When he returned to the *Faragan* he contacted the Zha'vish captain and ordered that he surrendered his ship. He fired a warning shot to ensure his ultimatum was not misunderstood. The Zha'vish captain surrendered his vessel but not without transmitting a coded distress call first.

Thakar's crew seized the Zha'vish vessel and ordered its crew to assist in dismantling the warp core, sensors and computer for transport back to Cardassia. Three Zha'vish crewmen were thrown out of the airlock to ensure the crew's co-operation.

Before the Cardassians could complete their act of piracy, two Zha'vish warships arrived. The *Faragan* tried to fight, but she was outgunned and outnumbered. It took only minutes for the Zha'vish vessels to cripple her and leave her stranded with failing life-support systems. The Cardassians aboard the captured Zha'vish ship were all spaced in revenge for the ship's crew.

The *Faragan* sent a subspace message back to Cardassia, reporting the battle. The Rendaran leader Dar Jasig ordered that a flotilla of ships be sent to hunt out Zha'vish aggressors. The flotilla succeeded in destroying three freighters and a scoutship before Zha'vish warships caught and annihilated them.

In retaliation, the Zha'vish began to capture or destroy Cardassian ships. The Zha'vish made no distinction between ships of different Cardassian nations. There was an uproar amongst Cardassian national rulers.

Some Cardassian rulers called for Rendaran to be held accountable for the Zha'vish attacks, a few demanded that the Rendarans surrender so as to end the attacks, but most called for retaliation. After three days of meetings, politicking, and military briefings, those in favor of retaliation won.

It took weeks to assemble a fleet of forty ships from disparate nations into orbit around Cardassia Prime. Jagul Fessec Klinn assumed command of the fleet and gave the order to depart for Zha'vish space.

When the Cardassian armada encountered their first Zha'vish vessel, Klinn gave them an ultimatum to communicate to their leaders.

"On behalf of the Union of Cardassian Nations, I, Jagul Fessec Klinn, demand that all attacks on Cardassian vessels shall cease immediately and that all captured Cardassian men and material shall be returned to the Union. Failure to comply will be considered an act of war and we will respond accordingly."

The Zha'vish did not respond. Instead they sent twenty-five of their own warships to engage the Cardassians.

In the ensuing conflagration, Klinn used his superior numbers to good effect. The Cardassian vessels positioned themselves close to the Zha'vish vessels to nullify the enemy's weaponry advantage. Two or three Cardassian vessels would co-ordinate their fire onto each enemy ship, destroying them before they could inflict significant damage in return. The battle raged for twelve hours before Klinn emerged victorious with nine fully functional ships under his command.

Klinn took his fleet to the Zha'vish homeworld and blockaded the planet. The Zha'vish, under threat of nuclear attack form orbit offered their surrender and agreement to Cardassia's terms. But that was not enough for Cardassia's leaders.

Every starship available to Cardassia was loaded with troops from dozens of nations. Tens of thousands of Cardassian soldiers were transported to Zha'vish and landed under the protection of Jagul Klinn's missiles. Zha'vish had no choice but to submit to Cardassian occupation.

The Central Command and the Detapa Council

Following the war with the Zha'vish, the Cardassian leaders agreed that there was a need for a single body to command Cardassian forces in space and for the purposes of planetary invasion and occupation. The 'Central Command of the Interstellar Forces of the Union of Cardassian Nations' was formed. Unsurprisingly it quickly became known as the Central Command.

While the Central Command had responsibility for military operations outside of the Cardassian system, each nation retained control of its own military on Cardassia Prime. The national leaders strongly resisted any move to give the Central Command the role of exploration. They insisted on retaining the right to explore and exploit independently.

As expansion continued, planets were discovered, the forces of the Central Command conquered worlds, and civilizations willingly entered into alliances with Cardassian states. The regular summit of Cardassian rulers doubled in size; with the leaders of independent colonies, planetary governors, and even the representatives of conquered peoples all wanting their say. Important

issues were often debated for months. Practical decision-making became impossible.

The idea of forming a unified governing body for Cardassia was raised on several occasions, but rejected out of hand. No national leader was prepared to surrender his sovereignty, his armed forces or his conquered worlds to some arbitrary body. However, the events of 1854 changed this general opinion.

The Central Command was engaged in both pacifying the populace of Gartis IV and protecting Wasiri national ships and colonies from raids by the Kressari. When Zha'vish rebels staged a revolt on their homeworld, the Central Command found itself stretched a little thin and requested additional ships and soldiers from the leaders of the Cardassian nations.

While the leaders debated the issue, the Kressari saw their opportunity and mounted a full scale offensive against two Wasiri colonies. The Wasiri leader demanded that the Central Command should protect them. Reluctantly the Union leaders agreed to pull troops from the Zha'vish homeworld and Gartis IV and dispatch the to aid the Wasiri colonies.

The Kressari were proved hard to deter and the Central Command found itself engaged in an extended campaign. At the same time, the Gartisian people began to openly resist their Cardassian conquerors and the Zha'vish rebels engaged in a campaign of terrorism and guerrilla warfare against the Cardassians.

Events finally came to a head when a group of Zha'vish rebels captured the Cardassian warship *Garamesh*. They used its missiles to destroy several Cardassian bases on their homeworld, before setting course for Cardassia Prime. Their intention was to crash the ship into the largest city on Cardassia, martyring themselves for their cause.

The Central Command had only two ships within the Cardassian system, the battleship *Geldag* and the scout *Bok'ella*. The two ships engaged the *Garamesh* as it entered the system. The *Geldag* inflicted significant damage on the captured vessel but could not disable it before the Zha'vish rebels scored a lucky hit on the battleship's impulse drive. The *Bok'ella* continued to pursue the *Garamesh*, until it's course became obvious. The captain of the smaller scout ship knew that he would be unable to destroy the warship with his limited weaponry before it entered Cardassia's atmosphere. Instead he ordered his ship to ram the engineering section of the *Garamesh*. The warp core of the rebel's ship was ruptured and both ships were obliterated.

The leaders of Cardassia were shaken from their complacency. When Tapal Feresh, ruler of Findara, put forward a plan for a united Cardassian government, Cardassian leaders suddenly sat up and took heed. It had taken the prospect of imminent destruction to convince them to act.

It took fifteen years to establish the new government and all of its bodies. As every new ministry was established, conservatives and vested interests fought the change. In particular, the Wasiri government was intent on making the process as democratic as possible and held referendums before it would consent to relinquishing any of its sovereignty.

In 1862 several nations disputed the distribution of resources from the re-conquered world of Gartis IV. The nations readied their armies and prepared to go to war. The whole process of establishing a new government was at the point of collapse. Tapal Feresh stepped in to negotiate a truce between the nations involved. None of the nations were happy with the eventual distribution of resources, but Feresh emerged with a clear mandate to continue his reforms.

The final stage of the new government was the most radical – the Detapa Council. The Wasiri government refused to ratify any treaty that failed to include a democratically elected governing body. Feresh realized that any united government would invalidate it before it began if one nation failed to participate. Feresh managed to win over the other national leaders with the inclusion of a clause that allowed them to ratify the candidates for the Council for the first ten years.

In preparation for the new government the construction of Cardassia City was begun. The city was to be the seat of government for all of Cardassia. The huge Imperial Plaza was the centerpiece of the city, with all of the senior ministries situated around it.

The first ever Cardassian elections were held in 1870 and the fifteen members Detapa council took control of the newly named Cardassian Union on the first day of the year in 1871.

Democracy

For seventy-five years, the Cardassian people enjoyed the freedom of self-determination. While they have technically retained the right to vote since the founding of the Detapa council, except for those first decades, their choice of candidate has been strictly limited to those approved by the existing government.

After the first ten years political reformers who were keen to do away with the status quo dominated the Detapa Council. The Council did its best to eradicate the power of the tyrants, aristocrats and generals who had lead Cardassia for thousands of years.

While the Council was busy enacting its reforms, it failed to deal with the real problems of the Cardassian Union – the hunger and poverty of its people caused by a severe lack of resources. Cardassia's expansion into space had failed to alleviate the resource problems face by Cardassia Prime. Her wars of conquest had consumed more resources than the conquered planets had ever supplied.

It was the failures of the liberal Detapa Council that eventually allowed the military to regain power. And it did so on the council's own terms - democratically.

The Military takes Control

The key to the military's success was Itteva Penor, the wife of one of the wining military candidates, Jagul Nujan Penor. She was Cardassia's most famous actress and her concern for the plight of the poor became legendary. She was both the figurehead of the campaign and its orchestrator. Despite all of the atrocities carried out by the Penor government, the majority of the Cardassian populace remained devoted to Itteva for generations after her death.

The woman who changed the face of Cardassian politics was born into a family of farmers from the desperately poor region of Rekonda. She ran away from home at the age of fifteen to begin a career as a singer and actress in Cardassia City. She was both photogenic and talented, but more importantly she knew how to manipulate the media. She was extraordinarily successful and became a household name across Cardassia. But it wasn't until she became the mistress of Jagul Penor that she turned her eye to politics.

Opponents of the Penor movement suggest that Itteva had achieved all that she could hope to as an actress and the only way for her to become richer was to rule Cardassia. But few could deny that her desire to do something for Cardassia's poor was genuine. She made sure that Penor's campaign visited the shantytowns in Cardassia City, the desolate farms in Rekonda, and other places of destitution.

Jagul Penor and four other senior Central Command officers were elected to the Detapa Council with a huge majority. His and Itteva's campaign was enormously successful amongst the lower classes and his troops had ensured that many of those inclined to vote against him had decided to remain at home on polling day.

On the day he took power, Penor stood on a balcony in Imperial Plaza with his wife Itteva beside him and addressed a huge crowd of his supporters. But it was undoubtedly Itteva, looking every inch Cardassia's queen, who received that largest share of adulation.

Itteva lived up to her campaign promises. A vast amount of wealth was redistributed to Cardassia's poor. But part of that wealth was also redistributed into Penor's pockets. Itteva was the glamorous and benevolent public face of the Penor administration, working to ensure that food reached the hungry and that housing was constructed. Behind the scenes Penor's enemies quietly disappeared and his troops ruthlessly quashed strikes and demonstrations of protest.

The election of Penor's allies to the Detapa council allowed him to push through radical reforms. He orchestrated the selling off of Cardassian art treasures and historical artifacts. And the Central Command began to use forced labor camps for mining and agriculture on conquered worlds so that the indigenous population produced the maximum resources.

When the time came for Penor to begin the campaign for re-election, Itteva was suffering from Orkett's Disease. She valiantly campaigned beside him, despite the weakening of her heart. After his successful re-election she stood beside him in Imperial Plaza at his inauguration ceremony. That was the last time that she would appear in public. Three weeks later she would be dead.

The grief of the Cardassian nation was unbounded. The crowds were so vast that people were killed in the crush. Life in Cardassia City stopped. The only trade was in wreathes and memorial placards. These filled the streets around the building where her body lay in state. Her funeral was the culmination of days of morning. Her funeral procession through the streets of the city had a full military escort of troops from the First Order.

Following Itteva's death, his former comrades on the Detapa Council ousted Penor. The military continued to dominate the council for decades, using their influence to ensure that the Central Command retained its autonomy for the foreseeable future.

The Central Command made a deal with the Obsidian Order. Using both subtle means and direct action, the Order eliminated opposition to the military's gradual stripping away of the powers of the Detapa Council and the ministries. In return the military gave the Order a similar autonomy from the Council to that of the Central Command and granted it widespread powers to monitor Cardassian citizens.

Thus the Cardassian people remained in the power of the twin tyrannies of the Central Command and the Obsidian Order for more than three hundred years.

A Century of War

The Central Command pursued an aggressive expansion policy for almost three hundred years. As the Union expanded, so did its requirements for resources. The vast Cardassian military required an equally vast supply of metals, dilithium and food in order to continue its conquests. World after world was conquered, strip-mined and discarded. In all that time Cardassia encountered no major threat and its expansion went unchecked.

War with the Klingons

All that changed in 2286, when Cardassia encountered its first interstellar power. And with typical Cardassian arrogance, they attacked.

While scouting the Betreka Nebula, the Cardassian ship *Lin'agga* detected a Klingon vessel that had been damaged by the nebula's emissions. The Cardassian captain believed that the alien ship could be easily captured. The Klingons fought back with their customary vigor and crippled the *Lin'agga*. Both ships returned to their respective empires and reported the battle. The Klingon Empire declared war on the Cardassian Union.

The Klingons waged war with a savagery that the Cardassians were unprepared for. They had neither the resources nor the shipyards to maintain their fleets at full capacity during a protracted conflict. Fortunately for the Cardassians, the Klingons had both the Romulans and Federation on their border and could not afford to bring the full

might of the empire to bear.

After eighteen years of battles, raids, and skirmishes, the Cardassian military was battered and bloody. The Central Command agreed a cease-fire and pressured the Detapa Council to negotiate with the Klingons. The Klingon Empire was in crisis, following the destruction of Qo'nos' moon Praxis, so they readily agreed to end the conflict. Both the Klingons and the Cardassians declared themselves victors in a war over a nebula that left the status quo unchanged.

The Occupation of Bajor

The war with the Klingons had left Cardassia with a fleet to rebuild and a significant munitions shortage. The exploration role of the Central Command had been neglected as ships were re-deployed to fight the war. Cardassia needed resources desperately. It turned its eye to its closest neighbor - Bajor.

Since the first days of Cardassian warp travel, Bajor had been considered off limits. The Obsidian Order had always followed the directions of its founder and ensured that Cardassian exploration and expansion had headed away from Bajor. The Cardassians now knew that the Bajorans were an advanced and peaceful species, so the Central Command hatched a cautious plan for the gradual occupation of Bajor.

The Bajorans accepted the Cardassians' offer of civilian advisors to assist in the construction of aqueducts and other engineering projects. Military engineers later replaced these civilian advisors. These engineers established three bases on Bajor, ostensibly to minimize the disruption to the Bajoran populace. In fact they allowed a build up of Cardassian troops away form the watchful eyes of the Bajoran authorities.

In 2328 the Cardassian forces on Bajor seized control. They surrounded the bases of the Bajoran military, seized local news stations and captured senior members of the government. Occupation troops landed without resistance. Cardassia had succeeded in a bloodless invasion.

The duration of the occupation proved to be anything but bloodless, however. Many Bajorans fled from their homeworld. Those who remained were pressed into work as the occupiers began the systematic strip-mining of the planet. Any who refused were sent to forced-labor camps and worked to death. The Bajoran resistance began at once following the occupation, beginning with small acts of terrorism and eventually to guerrilla war. For every act of resistance the Cardassian Prefect ordered executions in reprisal.

In 2351 the Cardassians constructed *Terok Nor*, an ore processing station, in orbit over Bajor. The station became the seat of power for the Prefect of Bajor. It was from *Terok Nor* that Gul Dukat, the last Prefect, oversaw the withdrawal of Cardassian forces from Bajor in 2369.

Never in Cardassian history had the Union willingly surrendered a conquered planet. Escalation of the Bajoran resistance attacks to include off-world targets coupled with falling ore output due to dwindling resources, and strong pressure from the Detapa Council forced the Central Command to make the momentous decision to withdraw.

The withdrawal proved to be a huge loss of face for the Central Command, particularly when a unique stable wormhole leading to the Gamma Quadrant was discovered in the Bajoran system. Starfleet, who had undertaken administration of Terok Nor, successfully prevented ships from the Fourth Order from laying claim to the wormhole

Fighting the Federation

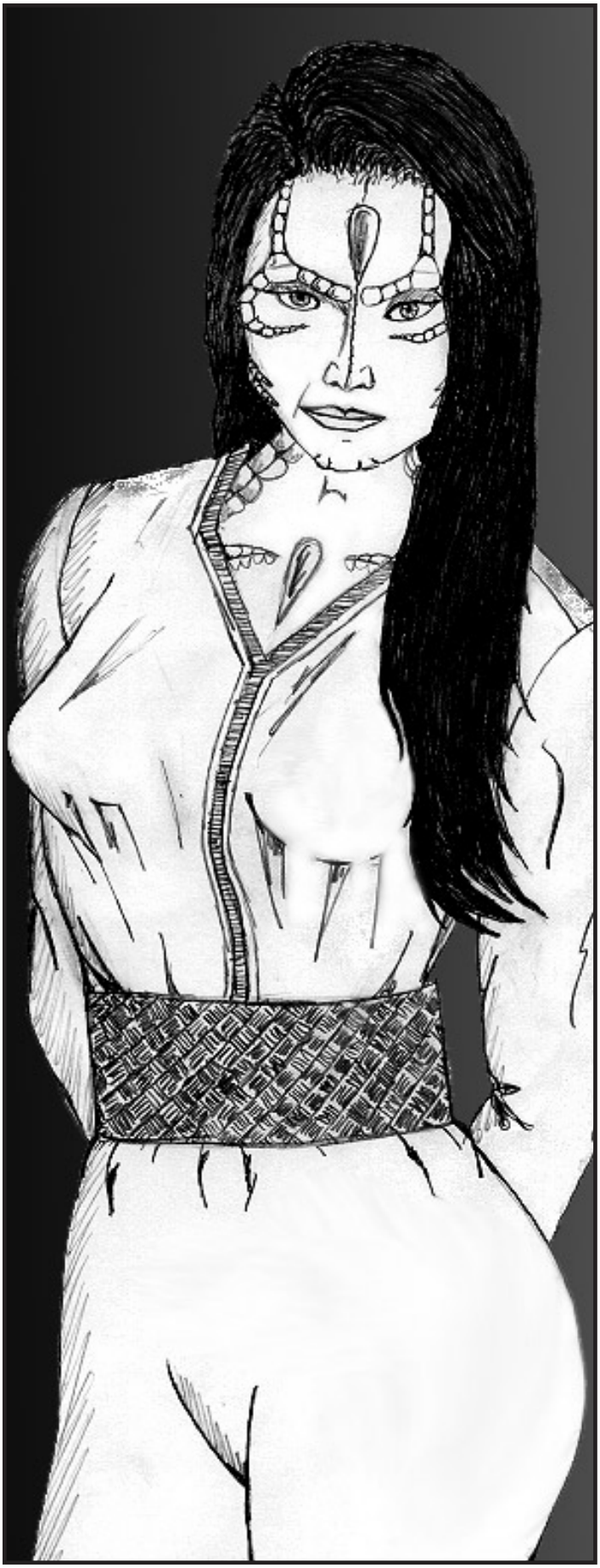
The Cardassian Union made first contact with the United Federation of Planets in 2289 during its conflict with the Klingons. While shadowing a Klingon flotilla, a Cardassian scout ship encountered a Starfleet exploration vessel. The Cardassian vessel opened fire on the Starfleet ship, but the Starfleet captain refused to return fire. Once the Federation vessel had proved its peaceful intentions, the Cardassians agreed to talk.

The Federation and the Cardassians enjoyed cordial relations for some years. The Federation applied diplomatic pressure to persuade the Cardassians to end their war with the Klingons and to withdraw from Bajor. The Central Command ignored all of the Federation entreaties. When the Federation failed to take further action, Cardassia's commanders believed the Federation to be a toothless opponent.

In 2347 the Obsidian order supplied intelligence to Jagul Sharoc of the Second Order concerning a military build up on the Federation world Setlik III. Without consulting the Central Command, Sharoc ordered an immediate pre-emptive attack. Cardassian troops landed on the planet believing they were fighting Starfleet forces. In fact they massacred Federation colonists. The attack ended the following morning when the *USS Rutledge* responded to the colony's distress calls and its security officers drove the attackers from the planet.

When the Federation failed to respond aggressively to the Setlik III massacre, the Cardassian's belief that the Federation was weak was proved beyond doubt. Within a year Cardassia claimed several worlds close to the Federation border, despite several of them having Federation science teams and nascent colonies on them. When the Federation simply withdrew its people from those worlds, Cardassia pressed its attack.

The Central Command had learned a lot from the Klingon conflict. It was prepared for an extended war with a large interstellar power. When it launched attacks on six further Federation colonies close to the border it expected to easily overcome any resistance.



The speed of Starfleet's response caught the Cardassian forces by surprise. The Federation's superior technology, longer weapon range and abundance of photon torpedoes gave them a significant advantage over their Cardassian opponents. When a small number of Starfleet ships succeeded in destroying almost double their number at Minos Corva, the Central Command began to re-evaluate its position.

The Central Command had two choices: to end the invasion or to commit further forces. It chose to commit a massive force in an attempt to overwhelm the Federation's defensive forces. One million men and 750 ships were from the Second and Third Orders were ordered into Federation space.

The massive second wave of the invasion was too large to catch Starfleet by surprise but it was unprepared for an offensive of this scale. Starfleet Command ordered its ships away from the border to prevent their destruction. Federation forces on the ground were outnumbered and were quickly overwhelmed by the Cardassian military. Twenty-three worlds fell to the Cardassians.

The Admirals at Starfleet command knew that they must oust the Cardassians quickly, before they brought in reinforcements to hold the captured worlds while its front line units renewed the invasion. But Starfleet's ships were scattered across Federation space and beyond. It took weeks to gather a force large enough to wage a counter-offensive.

The Cardassians struck first. Fifty ships from the Third Order attacked Starbase 211 and the twelve starships stationed there. The Starfleet vessels fought a valiant holding action for twelve hours, allowing time for reinforcements to arrive. Of the defending vessels, only the *USS Victory* survived the battle.

Admiral T'Kora commanded the Starfleet forces charged with ousting the Cardassians. She was a Vulcan and a grand master of three-dimensional chess. Her approach to the conflict was methodical and cautious. She studied intelligence on Jagul Sharoc, hoping to anticipate his actions and outwit him.

T'Kora first established a strong defensive perimeter. She waited and watched. Time and again the Cardassians attempted to break out, but T'Kora always had reinforcements in place to meet Sharoc's offensives.

The second stage of T'Kora's operation was to disrupt Cardassian supply lines. Flotillas of Starfleet escorts and light cruisers were dispatched into Cardassian space to destroy cargo and transport vessels. Several larger forces were used to destroy Cardassian bases and stations close to the border.

It was six months before T'Kora began the final stage of the operation. She began to liberate one world at a time with force of seventy ships and five hundred thousand soldiers. It was the largest force ever raised by the Federation. Collectively, Sharoc's forces outnumbered T'Kora's ten-to-one but they were spread across twenty-three worlds, giving T'Kora the advantage.

Admiral T'Kora was too successful in countering Jagul Sharoc's moves. She thwarted his every gambit except his last. With defeat staring him in the face, Sharoc requested that the

Obsidian Order assassinate T'kora. One evening, at her headquarters on Starbase 310, Admiral T'Kora had *plomeek* soup for supper. It was poisoned. She died in her sleep.

T'Kora's assassination did not help Sharoc. Starfleet still drove the Cardassians out of Federation territory. The war had lasted seven years, but the Cardassians would not admit defeat. The Central Command still laid claim to the worlds that it had conquered. Cardassia continued to engage in raids and attacks across the border until 2367 when the Central Command agreed to a truce with the Federation.

An Uneasy Peace

The peace was broken only months later by the Federation ship *USS Phoenix* under the command of Benjamin Maxwell, who single handedly attacked Cardassian stations and ships that were being used to re-supply forces close to the border. Only co-operation between Federation Captain Picard and Cardassian Gul Macet prevented the incident causing renewed conflict between the two sides.

A peace treaty was negotiated with the Federation and a demilitarized zone was established between the two powers, but both Federation and Cardassian colonists in the zone were unhappy with the treaty that allowed their homelands to be ceded to the enemy. Some Federation colonists formed a secret defensive organization, the Maquis, in response to incidents of violence by Cardassian colonists against them and their families and friends. The Maquis gained unofficial support amongst Starfleet's ranks while a sympathetic faction of the Central Command, in unwitting conjunction with some of the criminal Scravvan families, covertly supplied the Cardassians with weapons. The situation in the zone deteriorated into open conflict and terrorism. The Central Command appeared to be unable to contain the problem.

The Central Command suffered a further blow to its prestige in 2371, when it agreed to a peace treaty with the Bajorans. In less than a century the Klingons, the Federation, and Bajor had beaten Cardassia.

Cardassia and the Dominion

In late 2370, while exploring the Gamma Quadrant, the Federation encountered the Dominion, a significantly advanced interstellar power. The Dominion' response to Bajoran and Federation incursion in the Gamma Quadrant was an aggressive one. Their Jem'hadar soldiers ruthlessly destroyed ships and slaughtered colonists. Every Alpha and Beta Quadrant power sat up and took notice of this new threat.

The Maquis

The uneasy peace between the United Federation of Planets and the Cardassian Union was strengthened when, in 2370, both parties signed a treaty that established a demilitarized zone. This zone, varied in width along its ten light-years of length, contains several star systems, some of which were originally a part of the Union, but many that originally belonged to the Federation. Several systems even exchanged hands in the favor of the Union, some of which were Federation colonies. Naturally, Cardassia attempted to subjugate these new worlds, and when the colonists refused to relinquish their homes, the Maquis resistance began.

The Maquis is a secret organization operating outside the boundaries of the will of the Cardassian Union and the Federation. Upon their formation in 2370, their exact numbers were unknown, but it is estimated that they never exceeded several hundred members at any given time. They are comprised of Humans for the most part, a good percentage of them having Native American heritage. The other races are those who had sympathy for the Maquis cause, particularly Bajorans, who had a good deal of previous knowledge of Cardassian resistance tactics.

Their success at driving a thorn into the Cardassian Union's side was complete until 2373, when the Union joined sides with the Dominion against the Federation. In several deadly and concise battles, the Jem'hadar crippled the Maquis, chasing them through the Badlands and back to their host worlds where they were crushed once and for all. This was a deciding factor for the Union, who joined the Dominion only if they could prove their might by exterminating this disgrace of the Cardassian military.

After the Dominion War conflict ended, the Cardassian Demilitarized Zone was re-established by the Federation without Cardassia's consent, and thus certain Federation colonies once again fell under the rule of Cardassia. It has yet to be seen on whether or not the Maquis resistance will rise up once again to harass and shame the now-crippled Cardassian Union.

First Strike

The Cardassians were the first race to take action, albeit in an unauthorized manner. Enabran Tain, the retired head of the Obsidian Order, joined forces with the Romulan Tal Shiar and his former colleagues in the Order. A fleet of advanced *Keldon*-class ships was constructed and equipped with cloaking devices at the Order's Orias shipyards. An unprecedented joint fleet of Romulan and Cardassian ships headed for the Founder's homeworld under cloak with intention of eradicating all life from the planet. However, Colonel Lovok, head of the Tal Shiar force was a Founder infiltrator. The Founders had relocated to another planet and a force of Jem'hadar ships was waiting in ambush. The joint fleet was utterly destroyed.

Revolution on Cardassia

Had the attack on the Founders succeeded, the Obsidian Order would have been able to avoid any political recriminations for its actions. Instead, the Detapa Council was outraged by the Order's unauthorized action and the Central Command was furious over the Order's secret construction of warships. The Council and the Central Command began a political battle to control the Order.

With the government in political turmoil, the dissident movement seized its chance. Sympathetic members of the government leaked details of the Obsidian Order's failure and the military's defeats to the public. The dissidents began to organize strikes and protests. The Cardassian people gladly joined the demonstrations for they had lived in fear for too long.

The Obsidian Order was engaged in a struggle for survival and it failed to foresee the protests or quickly uncover the ringleaders. The Central Command used troops to disperse the protests and break the strikes, but for every demonstration it stopped two more began.

Word of a huge demonstration to be held in Cardassia City was spread across all of Cardassia Prime. The authorities publicly denounced the protest as illegal and imposed travel restrictions. But millions came from all across the planet, many finishing the journey on foot to avoid the troops that turned back personal vehicles and public transport. Cardassia City ground to a halt.

The protest was centered as close to Imperial Plaza as the military blockades would allow. Leading dissidents addressed the crowd, demanding an end to the Central Command's stranglehold on the Cardassian government and the Obsidian Order's repression of the Cardassian people. Day after day more and more Cardassians joined the protest.

After a week the Central Command ordered its troops to end the protest. Armored vehicles and tens of thousands of soldiers took position around the circumference of the demonstration. An announcement was made, demanding that the protestors disperse. Buoyed by their numbers and the spirit of righteous anger, the protesters refused. The Central Command gave the order to begin. But the troops did not move.

When word of the troops' refusal to end the protest spread, the mood of the protest changed. Suddenly the people realized that they had a chance to act. The crowd stormed the barricades that prevented them from entering Imperial Plaza. Then when they reached the centre of Cardassian government they occupied the ministries and seized the headquarters of the Central Command.

In the wake of the popular uprising the existing Detapa Council was dissolved and an entirely new council was elected. The Council proceeded to reverse the laws that gave the Central Command control over so many functions of the government. The senior members of the Obsidian Order were arrested and tried for crimes against Cardassia. They were found guilty, of course. The Order itself was renamed the Cardassian Intelligence Bureau and brought under the direct control of the Detapa Council.

The dramatic shift in power lead to the opening of a large number of senior ministerial and military positions. Anyone with ambition and a little *vesala* found that their career could suddenly take leaps and bounds. One such individual was Gul Dukat, who offered his services to the Detapa Council as military advisor.

The Second Klingon War

The people of Cardassia barely had time to celebrate their freedom before the Klingons attacked. The Klingons, like every other Alpha Quadrant power, feared infiltration by the Founders. Chancellor Gowron believed that the new Detapa Council must be Changelings and ordered their execution.

The Klingons strategy was not one of conquest. Instead the bulk of their fleet headed straight for Cardassia Prime. Only the actions of Gul Dukat and the intervention of the Federation ship *USS Defiant* saved the Detapa Council from the Klingons. When the Klingons realized that they would have to go to war with the Federation to get to the council, they ended the invasion and declared victory.

The Klingons retained several captured Cardassian worlds and continued to engage in raids against Cardassian colonies and shipping. The Detapa Council was too concerned with undoing the work of the Central Command on Cardassia Prime to be bothered with the Klingons.

When Gul Dukat captured a Klingon Bird of Prey, he used it to wage war on the Klingons. He tried to convince the Detapa Council that they must fight, but they would not listen. Determined to restore Cardassia to greatness, Dukat approached the Dominion.

The Coming of the Dominion

In 2373 a large Dominion fleet emerged form the wormhole. Most of the Alpha Quadrant thought the invasion had finally come. But on Cardassia Prime, Dukat's allies were preparing the way for Cardassia's return to greatness. Members of the Detapa Council were placed under house arrest and Dukat's supporters in the military ensured that any resistance to the *coup-d'etat* was swiftly dealt with.

Dukat met with the Dominion force and lead it to Cardassia Prime. He proclaimed himself to be the new leader of Cardassia, a Cardassia proud to be a member of the Dominion.

The old regime was ruthlessly swept away by the Dominion. Jem'hadar troops were used to destroy the Maquis in the Demilitarized Zone. Dukat and his Vorta counterpart, Weyoun, began preparing for war. Dominion facilities were constructed to breed Jem'hadar and build ships. Cardassian vessels were refitted and equipped with Dominion munitions.

The Dominion negotiated non-aggression pacts with several interstellar powers including Bajor and the Romulans. The Federation and the Klingons were excluded. They were the Dominion's choice of opponents.

The War Begins

For months Dominion reinforcements continued to come through the wormhole. The Federation knew that they could not allow this to continue if they were to withstand a Dominion attack. So they began construction of a sophisticated minefield at the entrance of the wormhole.

The Dominion could not allow completion of the minefield, so they attacked the *USS Defiant* as it laid the mines. While Dominion fleet was engaged, Starfleet ships destroyed the Dominion shipyards on Torros III. Although undeclared by both sides, the war had begun.

The Dominion/Cardassian alliance had seized *Terok Nor* after it had been abandoned by the Federation. It was here Dukat and Weyoun established their headquarters, while their engineers attempted to bring down the minefield.

For three months, the Cardassians and their allies scored victory after victory. Dozens of worlds fell to their troops. But the minefield remained in place, preventing the arrival of vital Dominion reinforcements and essential Ketracel White.

When Starfleet learned that Cardassian engineers had discovered how to bring down the minefield they mounted a desperate attack. The Federation failed to breech the alliance's lines until their Klingon allies joined the fray. The *USS Defiant* entered the Bajoran wormhole, where Captain Benjamin Sisko convinced the entities that resided within the wormhole to destroy the Dominion ships in transit.

Terok Nor was once again abandoned to the Federation. Gul Dukat's daughter Tora Ziyal was a casualty of the withdrawal. He himself was captured, apparently mad with grief.

During a brief lull in the conflict, Legate Damar, became ruler of Cardassia. He was Dukat's former second-in-command, so to outsiders his rise to power seemed natural. However the Dominion ensured that his succession went smoothly, for they believed he could be easily manipulated.

Cardassia and the Dominion again pressed their advantage. Their offence took them close to the Federation core worlds. When Betazed fell, the alliance was within in striking range of Vulcan, Tellar, Andor, and Alpha Centauri.

Back and Forth

When the Romulans joined their old adversaries Federation and the Klingons, it gave the beleaguered Starfleet ships and crews chance to recuperate. The fleets of Romulan battleships, all fresh and undamaged, stopped the Cardassian/Dominion alliance in its tracks.

For several months the outcome of the war seemed to be balanced on a knife-edge. The Federation and Klingons took the Cardassian world of Chin'toka, while the Dominion seemed ever closer to capturing Vulcan.

After months of secret negotiations, the Breen joined the Dominion/Cardassian alliance and the war seemed to be won. Starfleet and the Klingons were powerless in the face of the Breen energy-dampening weapon.

The End of the War

When the Klingons counter-attacked at Septimus III, the Dominion refused to send reinforcements. The entire Eleventh Order, over half a million Cardassians, was wiped out. Damar realized that the Cardassia and the Dominion were not allies. In fact, Cardassia was a member of the Dominion and would be used to further the Founders' ends.

Damar began a resistance movement. Initially his operations failed, but with the help of a former Bajoran resistance fighter, Kira Nerys, he learned how to conduct a guerrilla war. One of the first successes of his resistance movement was to capture a Breen energy-dampening weapon for the Federation.

When the Federation/Klingon/Romulan fleets were protected against the Breen weapon, the Dominion pulled back behind Cardassia's original borders. But the three races began a massive offensive. Their aim was to destroy Cardassia's and the Dominion's ability to wage war.

When the fleets clashed in the Getha system, the Cardassian ships turned on their Dominion allies. Furious, the Founder leader ordered the extermination of the entire Cardassian population. Following her orders, the Jem'hadar massacred 800 million Cardassians and razed two-thirds of the cities on Cardassia Prime.

Damar himself led the assault on the Dominion headquarters. This resulted in his death, but not before he enabled the renegade Changeling Odo to beam down and convince the Founder leader to surrender.

Armistice and Beyond

The terms of the Treaty of Bajor meant little to Cardassia. For a nation brought to its knees, there is little prospect of waging war. For a people mourning for their slaughtered race, reparations are irrelevant. In the aftermath of the destruction of their homeworld the Cardassians face the monumental task of rebuilding their civilization and their empire. But a greater challenge faces them, too. They must rebuild their society.

Several groups vie for power and influence on Cardassia Prime. Whether the Democratists have their way and revive personal freedom, the Militarists restore the power to the armed forces, or others rise to prominence, the most successful faction will determine the course of future Cardassian history.

The Ashes of The State

Several factions are vying for control of Cardassia now that the Dominion war is over. This is by no means a comprehensive list, only those who have the most influence.

The Democratists: Once known as the Cardassian underground movement, the Democratists want Cardassia to become a democratic and free society. This faction has started to increase in popularity as they use the current state of affairs as an example of what military rule has accomplished. The Democratists' strongest voice is Natima Lang, a Cardassian scholar who was in self-exile until recently.

The Spiritualists: The Spiritualists are made up of those Cardassians who, through the years of religious oppression, have secretly carried the torch of religion. They seek a return to values of Heket with a religious-run state. A civilian who has changed her name to Suset Heketa (literally, 'Child Of Heket') is currently leading the Spiritualists.

The Isolationists: The Isolationists, made up of the most xenophobic of the Cardassian people and many former Obsidian Order operatives, wish to close all of Cardassia's borders, refuse external assistance and only then work to find a way to re-establish the Union. At the forefront of this movement is Gul Bernak.

The Militarists: The Militarists want to return to the status quo. Their faction is currently small, but they have been working with the Isolationists as a way to accomplish their own goals. The current head of the Militarists is Jagul Shamar.

Scravvana: The Scravvan families who survived the final days of the war have re-established their coalition and are pushing for a return to Hebetian basics. They want to return to a class structure (with them on top, naturally). While small, they hold a significant amount of resources. The Spiritualists and Scravvana have recently entered talks to consolidate their efforts.

CARDASSIAN UNION

THE STATE

The Cardassian Union is an interstellar nation that has gone from being a peaceful state, to a ruthless totalitarian government usually run by its military, to an "ally" and puppet of the Dominion. Now, following the Dominion War, the future of the Cardassian Union hangs in the balance. The actions of its leaders and its people in the next few crucial years will determine what sort of state the Union becomes.

THE UNION

Technically speaking, the Cardassian Union isn't a "Union" at all, and never has been. It's actually a Cardassian-ruled empire (even some Cardassians refer to it as such). Cardassians make up the majority of citizens in the Union, although other species such as the Klaestron are members or allies.

In theory, for about the past 500 years, the Union was governed by the Detapa Council, which oversaw the Central Command (the Cardassian military) and the Obsidian Order (the intelligence agency). In truth, the Central Command held the lion's share of the power in the Union during most of that period. The Detapa Council merely rubber-stamped the Central Command's edicts. The Union continued to expand to acquire resources for the core worlds, and fought to protect its territories against potential invaders, such as the United Federation of Planets.

In recent years, the Cardassian Union suffered one upheaval after another: the collapse of Central Command's governmental power, a Klingon invasion, the toppling of the Detapa Council, the alliance with the Dominion, war with the rest of the Alpha Quadrant, rebellion against the Dominion, and the slaughter of hundreds of millions of Cardassians and the destruction of much of their home-

world. As the Cardassians struggle to rebuild, the Federation and the other powers of the Alpha Quadrant can only hope that these trials do not harden the Cardassians even further.

The Cardassian Union divides worlds into three categories: member worlds; affiliate worlds; and client worlds.

Member Worlds

The Cardassian Union encompasses several dozen star systems in the Alpha Quadrant, located on the spinward border of the Federation, roughly opposite the Romulan Empire. Although it includes dozens of inhabited and inhabitable planets, and trillions of beings, the Union is still smaller than the Federation or the Klingon or Romulan Empires. Cardassians often consider themselves the "underdogs" in the Alpha Quadrant because of this; they feel other powers look down on them, and they wish to prove themselves in the interstellar political arena. Federation sociologists often attribute Cardassian aggression and feelings of persecution to this perception.

Far too many Cardassian worlds are resource-poor, particularly in rare and valuable minerals like dilithium, pergium, and uridium. Some of these planets joined the Cardassian Union to gain access to resources from other worlds, while others were annexed for what resources they could provide to satisfy the rest of the Union's needs. Richer worlds found along the Cardassian-Federation border, and in regions like the Bajor Sector, often became centers of conflict when the Cardassians sought to claim their resources.

Becoming a Member

People outside the Cardassian Union widely believe that worlds become members of the Union solely through conquest. This is not the case. The Union may consider conquered worlds members on paper, but more likely classifies them as "client" states (see below). True member worlds join the Cardassian Union in much the same way worlds join the United Federation of Planets: they apply to the Cardassian government for membership, and undergo a process of examination to determine if they are a fit addition to the Union.

Originally, the Cardassian Union gladly accepted any world willing to submit to its laws and requirements. These generally involve restrictions on things like weapons, warships, and standing militaries. The Central Command accepted responsibility for the protection of member worlds, ostensibly so those worlds could devote their own resources to other matters, but also to ensure a military monopoly, and to protect the Union from internal threats and rebellions.

Unlike the Federation, the Cardassians have no non-interference directive, so many of the worlds contacted by early Cardassian explorers were primitive in comparison to Cardassia Prime. They gladly joined the Union to gain access to advanced technology, although the Cardassians always restricted them to non-military technology.

The Union evaluated potential member worlds based mostly on their resources and potential for trade. Things like cultural exchange (except in the case of trade items such as art or entertainment) were largely considered irrelevant. If a world could contribute to the economic health of the Union, it was generally accepted. If it could not, it was ignored, or possibly conquered in order to make it "useful" through colonization or strip-mining of the world's resources. Candidates for membership in the Union have often scrambled to find things of economic value they could offer, since winning membership was preferable to "joining" through conquest.

The more the Cardassian Union expanded, the more the Central Command relied on military power and conquest, rather than negotiation, to expand the empire. Many of the outermost worlds of the Union were conquered rather than having the chance to join as formal members.

Since the end of the war, the Union's massive internal problems have brought a halt to the incorporation of new worlds; in fact, many member worlds coerced into joining the Union have declared their independence. The remaining member worlds have focused their efforts entirely on reconstruction and the intense political debate swirling around the question of the Union's future government and policies. The likelihood of the Union adopting a more egalitarian membership policy, one perhaps akin to the Federation's, depends entirely on the outcome of the power struggles currently occurring on Cardassia Prime and throughout the former Union.

Privileges of Membership

To some, membership in the Cardassian Union means little more than the opportunity to avoid outright military conquest by the Cardassians. Member worlds have limited rights within the Union. While they send observers to the Detapa Council (and their members can stand for election to the Council itself), they are, among other things, forbidden to have their own military or security forces, or military vessels of any kind. The Central Command maintains order throughout the Union. The Union also imposes restrictions on member worlds' trade with other worlds. The Cardassian Union wants to keep valuable resources inside its borders, rather than trading heavily with outside civilizations.

Still, member worlds do receive certain benefits. The first and foremost is the protection of the Central Command. Piracy and other forms of aggression are not tolerated, and the Cardassian military ruthlessly roots out any threats to the public order. Member worlds contribute to support the Central Command, but can call upon it for assistance in times of need. This is particularly important to worlds near Klingon space, which value the protection the Union offers them

against Klingon warriors and renegades.

Member worlds also receive preferential trade status within the Cardassian Union, based on their seniority. Generally, this means Cardassian worlds receive the best goods, but many other members obtain a share of resources stripped from client worlds like Bajor. At the Union's height (about 2310-2340), citizens enjoyed a reasonably high standard of living, comparable to the Romulan and Klingon Empires, although still inferior to the core worlds of the Federation.

Lastly, member worlds share the fruit of Cardassia's advanced technology. Although the Central Command restricts access to certain systems (mainly military-grade weapons and shields) considerable technology, from warp drive to replication systems, finds its way into the hands of Union members. Since they have no equivalent of the Federation's Prime Directive, the Cardassians often give technology to species barely into their Industrial Ages (though they always make sure their allies cannot use that technology against them). To these member races, the Federation appears a stingy civilization, protecting its technological monopoly so that it can dominate less-developed species.

In the wake of the Dominion War, all these benefits are in doubt. The Cardassian military is decimated and fractionalized, the Union's economy in shambles, and technology much less available than before (although a few surviving examples of Dominion systems offer some interesting possibilities for future development). While many member worlds have remained with the Union to take advantage of rebuilding efforts and out of a sense of tradition or loyalty, already several have broken away from the Union. Some have declared their independence; others have petitioned to join the likes of the Federation or Klingon Empire. Until a new government emerges to rule Cardassia, nothing can be done about such worlds.

Affiliates

A number of planets in and near Cardassian space hold affiliate status with the Union. This is an intermediate position between independence and membership. The world signs a mutual treaty of alliance with the Cardassian Union and gains certain rights and privileges, in exchange for trade concessions and agreements to respect Cardassian space and right of passage. The inhabitants of Klaestron IV are one example. After a Federation representative failed to mediate their civil war some years ago, the victorious Klaestron government signed a treaty with the Cardassian Union to trade for the materials and technology to rebuild.

Generally speaking, affiliates are worlds the Cardassians desire relations with, but which they cannot (for whatever reason) conquer or persuade to join the Union. Klaestron IV, for example, is actually a member of the Federation. Since it could not join the Union, and the Cardassians could not annex the planet without provoking reprisals from the Federation, affiliate status provided the most mutually beneficial relationship.

Affiliates of the Cardassian Union receive favorable trading status, but not the military protection of the Central Command. Affiliates maintain their own planetary defense forces, although the Union severely restricts the operation of those forces within Cardassian space. In most cases, an affiliate can only exercise military/security jurisdiction within its own system or space.

Affiliate status sometimes leads to a world becoming a full member of the Union at a later time. Unofficially, the Cardassian Union has also used affiliate status to create "buffer zones" between the Union and other interstellar powers, like the Klingon Empire. The Dominion showed no compunction about turning these buffer zones into battlefields during the war, souring the Union's relations with many of its affiliates.

Some affiliates are found along the Federation/Cardassian border. For the most part these are worlds belonging to or allied with the Federation that, due to their location, have been granted the right to trade with Cardassia by the Federation Council. During the Dominion War, all of these affiliates sided with the Federation, and as a result their space was the site of frequent clashes between Starfleet and Dominion-Cardassian forces. Even more affiliates exist in the areas nearest Klingon territory. Typically, these are worlds that prefer to trade with the Union rather than the Empire. The remainder of the Union's affiliates are scattered along the spinward border of the Union.

Client Worlds

A large number of planets in the Union are client worlds. While these worlds are technically considered "members," they enjoy none of the benefits of membership. In truth they're not members but victims, worlds conquered by the Central Command and incorporated into the Union by force. In many instances they are resource-rich (at least in the eyes of resource-poor Cardassia), and thus ripe for exploitation to feed Cardassia's needs.

The standard Cardassian procedure for annexing a client world usually begins with a gul or other officer approaching the planetary government (or the largest and most powerful government on the planet) and offering membership in the Union, including "assistance" from the Cardassians in matters of technology and "resource development." The standard agreement includes trade with other worlds in the Union. Planetary officials are clearly informed that refusing the honor of membership could cause them problems with their Cardassian neighbors. This thinly veiled threat has caused many

worlds to capitulate and become members.

Worlds that do not accept this "generous and reasonable proposal" are invaded and conquered. Sometimes this involves a quick and outright military conquest, but some planets are conquered more slowly, as Cardassian "advisors" gather up the reins of power until they're ready to abolish the local government and place power in the hands of a Cardassian prefect.

Once they occupy a client world, the Cardassians methodically loot its resources, treating it as little more than a source of raw material for the rest of the Union. They use slave labor, strip mining, looting, and other immoral or dangerous practices to extract everything of value from the client world, and then virtually abandon it when they exhaust its resources. The fate of the Union's client worlds often encourages other planets to become member or affiliate worlds to avoid a similar fate.

The best-known example of a Cardassian client world is Bajor, which the Cardassians occupied in 2328 under the guise of "assisting" the peaceful Bajorans to "utilize their world's resources." Bajorans were forced into labor camps, or allowed some degree of freedom if they cooperated with their Cardassian overlords. The Bajoran religion (a source of rebellion) was initially banned, and religious leaders arrested. Over the next several decades, the Cardassians systematically stripped Bajor of its resources, which were shipped to other worlds in the Union. One of the prime reasons for the Cardassian withdrawal from Bajor in 2369 was the exhaustion of many of the planet's easily extractable resources.

Since the Federation came into contact with the Cardassian Union, the Union's client world policy has become a touchy subject. Many client worlds are pre-warp, and thus the Federation cannot interfere in their society (even to assist them) due to the Prime Directive. Moreover, after the Cardassians annex a client world, it becomes a part of the Cardassian Union, which creates further hindrances to Federation involvement, since Federation personnel cannot interfere in the internal affairs of a foreign power. In practice, of course, the Federation does what it can to assist worlds annexed by the Cardassians, whether that assistance takes the form of supplies smuggled to the planet to feed the needy or diplomatic lobbying on the world's behalf. For example, Federation pressure was a factor in Cardassia's withdrawal from Bajor, and its assistance proved vital both for Bajor's recovery from the occupation, and in preventing the Cardassians from re-taking control of the planet later on.

The Dominion War placed greater demands on Cardassia's resources than ever before, though it also provided it with many

resources it had never before possessed. Cut off from the Gamma Quadrant, the Dominion needed new cloning facilities, shipyards, weapons plants, and ketracel-white laboratories. The materials to build these things came from the Cardassian Union, leading to increased production quotas for client worlds. On the other hand, with the aid of the Jem'Hadar, the Cardassians were easily able to conquer additional worlds along the former DMZ and their spinward border, then strip them clean like a school of hungry dethka-fish.

Since the end of the war, the fate of the remaining Cardassian client worlds is undecided. The Cardassians abandoned many client planets near the war's end to focus on protecting the core of the Union. Many former client worlds are little more than dead husks, stripped bare of most of their useful resources. Those who can, do their best to rebuild. The Federation has offered humanitarian aid, but its resources are also stretched thin. Many worlds have been left to their own devices, at the mercy of pirates, raiders, and other predators.

THE DETAPA COUNCIL

For the past five centuries, the Detapa Council has been the governing body of the Cardassian Union—at least in theory. In practice, the Council held power for a scant few of those 500 years. Until recently, it served primarily as a puppet of the Central Command and Obsidian Order. Depending on how events on post-war Cardassia play out, the time may have come at last for a true democratic civilian government to come to power in the Union.

History

The original Detapa Council, founded some five centuries ago, was formed from a loose alliance of nobles, military leaders, and aristocrats following the end of the Second Hebitian period. Their world had already been unified for some time, but under the control of dictators and autocrats. In 1871, protests over the disbursement of war treasures led to the founding of the Council.

When it first came to power, the Detapa Council enjoyed an unprecedented popularity that allowed it to enact many sweeping democratic reforms. These changes, as welcome as they were to the people of the Cardassian Union, were intolerable to the entrenched military elite and others who had previously held the reins of power. Calling upon their connections and the power still available to them, they slowly but surely began to reverse or counteract the reforms. It took them

over a generation, but eventually they restored the system to one more to their liking—all the while preserving the facade of a democratic government.

Thus, except for a brief period of idealistic activity, the Detapa Council has remained an impotent body of figureheads for its entire history. While Council members had prestige and *vesala*, the true powers in the Cardassian Union were the Central Command and the Obsidian Order. So strong was their hold upon the Council that they could count on it to automatically approve decisions made by military and intelligence commanders. The occasional idealist or reformer who made it onto the Council was quickly neutralized—one way or another. Some members of the Central Command actually considered the Council a good place to keep political agitators and opponents, since they could do no harm there. After all, the military representatives on the Council held all the power.

That changed in 2371 when a civilian uprising on Cardassia Prime overthrew the Central Command following the destruction of most of the Obsidian Order's power in the Omarion Nebula incident. Suddenly, the Detapa Council found itself holding true power—and facing the possibility of an invasion by the Klingons (who thought the Council members were changeling infiltrators). At a loss for what to do, the Council accepted the assistance of Gul Dukat to escape Cardassia Prime before the Klingons arrived to execute them.

After the invasion was halted, the Council returned to power for a brief time—until Gul Dukat negotiated an alliance between Cardassia and the Dominion. The influence of the Council disappeared entirely as Dukat became supreme ruler of Cardassia in the Dominion's name. When Dukat went mad and disappeared from public view, his aide, Gul Damar, assumed his position. Damar eventually turned against the Dominion and was killed fighting to overthrow them. Whether the Cardassians form a new Detapa Council, and if so how, is just one of the bones of contention among the various political factions on Cardassia.

Composition

The Detapa Council traditionally has fifteen members, although it has allowed some seats to remain vacant at times in the past. Most members of the Council hold the position of legate before their election (often as the result of ancient family titles held hereditarily, or in recognition of their service to the state—and the *vesala* they spent). If not, they receive that title when they assume their seat on the council. The law restricts the number of Central Command officials on the Council to no more than five. Despite this, Central Command has historically exercised almost complete control over the Council through their influence in nearly every other aspect of Cardassian life. If the conservative elements in modern Cardassian society have their way, any new ruling body will likewise fall under military control.

Of the 15 members, historically at least eight represented Cardassia Prime itself and her closest, strongest, most loyal colonies and former colonies. The remainder of the representatives come from the rest of the worlds of the Union. Thus, most worlds do not have their own representative; they "share" a Councilor with one or more other worlds that helped elect him.

In addition to the 15 "full" members of the Council, there are dozens, sometimes hundreds, of "observers" entitled to sit in on Council business and conduct preliminary debate (but not to participate in final debates, or to vote). Just about any Cardassian with sufficient *vesala* and the approval of the Central Command can obtain an observer seat if he wants one.

Election

By Cardassian law, the general populace elects members of the Detapa Council. Five seats on the Council come up for election every two years, theoretically resulting in a complete change in council membership every six years. However, since there is no limit to the number of terms a legate may serve on the Council, once a Cardassian obtains a position on the Council, he can often manage to hold onto it for a long time. Many members serve four to eight terms before they choose to retire.

The "popular" nature of the vote has been little more than a sham in recent centuries. The citizens do cast votes, but the Central Command handpicks the slate of candidates they choose from. A Cardassian's ability to get nominated for the voting, or to receive an observer seat, depends heavily on his *vesala*. But as long as the Central Command exerts de facto control of the process for nominating the voting members of the Council, it controls what the Council does.

The concept of "political parties" as they once existed on Earth and other planets is foreign to the Cardassians. Each candidate's *vesala* network constitutes his own "party" to offer support and secure votes. Trading favors and forging secret alliances is as much a part of Cardassian politics as it is of any other aspect of society.

The Prefect

The Detapa Council selects one of its members to act as the head of the Council and Prefect of the Cardassian Union. The Prefect runs Council meetings and serves as a tie-breaking vote. He is also the Supreme Commander of the Cardassian military. For generations prior to 2371, the

Prefect of the Union was always a member of Central Command and a military officer. The military would not follow a civilian Prefect and it was well known among the Council that electing one would lead to an outright military coup. To keep their power and position, the Council members always elected one of their military brethren Prefect.

After the Omarion Nebula incident, popular support swung away from Central Command, and the civilian members of the Detapa Council seized the opportunity to further weaken the military's grip on the government. Unfortunately, the Klingon Empire took their uncharacteristic act of defiance as proof that they were actually changeling infiltrators. This provoked the Klingon invasion of Cardassia, and forced the Detapa Council to flee Cardassia Prime to avoid capture and execution.

Powers

The Detapa Council has the legislative and executive power in the Cardassian government. It drafts and passes legislation, enforces the laws, raises and distributes money for the operation of the government, controls the Cardassian economy, and sees to the defense of the Union. Although the Council has considerable power according to the letter of the law, it has been largely impotent for centuries. For the past several hundred years, all of the important laws and edicts passed by the Council have been dictated by the Central Command (or, on occasion, the Obsidian Order).

Any Councilor or observer can draft and propose legislation before the Council (though observers can only participate in preliminary debates, not the final debate before the Council votes on the measure). Council members debate and consider the proposals; the sponsoring Councilor speaks first. In the case of legislation already approved or denied by Central Command, this process is largely for show—the decision has already been made.

By law, the Council and the Supreme Prefect exercise control over Central Command and the Obsidian Order. Again, in practice things are quite different. Central Command and the Obsidian Order split most governmental power between them, leaving the members of the Detapa Council as puppets to carry out their wishes. The Order lets the Central Command handle most day-to-day matters, but gets involved whenever it wants something. After the Omarion Nebula incident, the power of the Order weakened considerably. Central Command tried to tighten its control over the populace, leading to a backlash against the military and the establishment of Cardassia's first true civilian government.

In day-to-day matters, the Prefect holds executive power, including command over the military. The Council as a whole must verify some of the Prefect's decisions after the fact. Usually it approves the Prefect's actions without debate, since they're what the Central Command wants. Frequent questioning of the Prefect's decisions indicates that his political power is shaky—that powerful Cardassians see him as vulnerable.

Procedures

For most matters, the Detapa Council requires only a simple majority vote. However, in Cardassian politics, a "simple majority" is almost a contradiction in terms. Technically, all members of the Council have equal authority. In practice, each Councilor's *vesala* determines his voting power. The more *vesala* a Councilor possesses, the more votes he can sway in favor of his position. By bringing his influence to bear, he can force Councilors who disagree with him to vote the way he wants them to. The backrooms of the Council chambers often become ugly battlefields of power brokering, blackmail, and overt political pressure. The Central Command, with its vast amounts of *vesala*, can employ that influence to control the Council when it cannot use easier, more direct methods for some reason.

While this system sounds simple, in practice it becomes quite complex. Shifting webs of *vesala* in Cardassian society often demand that a Councilor try to be all things to all sides. When different factions within the military all bring their influence to bear, or the demands of influential citizens conflict, a Councilor may be torn between different persons or groups to whom he owes equivalent favors. This may cause him to *temrasa horvelk*—literally, "split his true vote." Since each Councilor only has one vote on any given matter, he actually divides the effects of his *vesala* between the positions of the various factions trying to influence him and then abstains from voting. As a result, the overall effect of his personal influence may diminish to little or nothing—which may have been the real goal of some of the people or groups pressuring him.

Ministries of the Council

The Detapa Council and the Prefect delegate much of the daily operation of the Cardassian government to several Ministries, each headed by a Minister. The Council appoints the Ministers, and may dismiss them at its pleasure. Like most of Cardassian politics, ministerial appointments and dismissals depend largely on *vesala*.

Ministers generally report directly to the Prefect, who in turn presents their reports to the Detapa Council. Ministers advise the Prefect on matters within their jurisdiction, and often have considerable influence because of this.

Unlike most governments, the Cardassian Union has no specific Ministry of State—a branch of government responsible solely for foreign relations. Many outside sociologists attribute this, at least in part, to Cardassian xenophobia; others view it a political maneuver on the part of the Detapa Council (which is to say, the Central Command). In some cases, individual ministries deal with intergalactic issues of import to them. But in most instances, the Detapa Council simply appoints a Minister Plenipotentiary to handle a situation or oversee the activities of various ambassadors (other ambassadors report directly to the Council). Most plenipoten-

tiaries are Council members or other influential Cardassians with experience in the subject matter at hand, such as Federation border treaties or Sheliak trade agreements.

Among the hundreds of ministries and sub-ministries, the most important include:

Defense

The Ministry of Defense oversees the budgeting and administration of the Cardassian military. Of course, it has not exercised any actual authority for centuries. Central Command assigns a senior or retired officer the position of Defense Minister as a reward for years of loyal service. Among the military, the job is widely known as a "comfortable retirement position" requiring almost no work. In the past century or so, the Central Command has dispensed with even the pretense of reporting its actions to the Ministry of Defense, so the position is a mere sinecure.

Finance

The Ministry of Finance oversees trade negotiations and treaties, sets interest and currency exchange rates, collects taxes and other moneys due the Cardassian government, and performs economic forecasts and analyses for the Detapa Council. Because of the historically poor condition of the Cardassian economy, the position of Finance Minister has always been fraught with danger. More than one promising politician has seen his career dashed on the rocks of Finance when he failed to meet the Council's too-high expectations. More than once the Council, or some prominent Cardassian, has had a rival or enemy appointed to the position of Finance Minister as a way of ruining him.

Internal Security

The Ministry of Internal Security, or simply the Security Ministry, has from its earliest days been a puppet of the Obsidian Order. The ministry's duties involve enforcing the law and maintaining public order. In practice, it served as a public arm of the Order, conducting searches and interrogations, surveilling suspected troublemakers, arresting known or suspected criminals, and so forth. Members of Internal Security often played the role of honest and harried public officials, encouraging criminal suspects to cooperate with them, rather than being turned over to the "tender mercies" of the Obsidian Order. The ministry is riddled with barely-undercover agents of the Order, who keep watch over the watchers themselves.

When the Omarion Nebula incident weakened the Obsidian Order, Internal Security gained in power. Under the Dominion, it cooperated with the Jem'Hadar to enforce the Dominion's laws, but by end of the war Internal Security officers revolted against the Dominion en masse rather than turn their weapons on their own people. Their assistance greatly aided the rebellion in ousting the Dominion from Cardassia Prime, but made them a prime target for Jem'Hadar retaliation; most of them were slaughtered in the final hours of the War.

Justice

The Ministry of Justice oversees the interpretation and application of Cardassian laws in civil and criminal proceedings. Cardassian jurists have the title archon; the Minister of Justice also holds the position of Supreme Archon, the final, irrefutable arbiter of the meaning of the Union's laws. The Supreme Archon rules from the Supreme Tribunal, the highest court in the Union.

In many ways, being an archon is an easy job, for the Cardassian judicial system operates on the principle of trying only the guilty. Before the court even holds a trial, it ascertains the defendant's guilt (after all, Cardassian officials wouldn't arrest an innocent man, would they?) and determines his punishment. The government holds trials only to demonstrate the unerring efficiency of the mechanisms of justice to the people, to give them the comfort of knowing that in the Cardassian Union, crime and evil are always punished.

In Cardassia, most serious crimes merit the death penalty. Some would say that the executioner's victims are the lucky ones, for Cardassian prisons are infamous throughout the quadrant. From the enormous Central Prison on Cardassia Prime (where over a dozen prisoners die every day from neglect or violence), to Delnar'Arok on Cardassia IV, to the minor prisons on the outlying worlds of the Union, the Cardassian penal system constitutes one of the cruelest prison networks ever created.

Public Health and Culture

The Ministry of Public Health and Culture oversees the physical, mental, and spiritual health of the Cardassian people. De-emphasized almost to the point of nonexistence over the past two centuries, many hope that this ministry will revive itself in the new Cardassia. Associate ministers and other employees of the ministry have historically been some of the best-educated, and least-heeded, members of Cardassian society; if things change for the better on Cardassia, they may become some of the most influential as well.

Under the Central Command, Public Health and Culture has little or no funding. Mainly it distributes propaganda masquerading as art, and occasionally administers a welfare program or two when given the necessary resources. The ministry's physicians and councilors work long hours for little pay, which often leads to mistreatment of those under their care. Many of its members harbor sympathies for the Cardassian underground movement, making the ministry even more of a liability in the eyes of the Central Command.

Science

The Ministry of Science is concerned with scientific research and the development of new technologies. Like the other ministries, it functions as little more than an arm of the Central Command. The ministry's prime tasks involve the

development of new military technology like weapons and shields, as well as research into subjects with potential military applications (such as the study of the Bajoran orbs).

It might be the influence of the orbs, or simply the high level of education among the scientists, but the Ministry of Science is a bastion of the underground reform movement. Scientists in the ministry chafe under the rule of the Central Command; they long for opportunities to collaborate with their Federation and Romulan counterparts, working on pure research rather than military applications. Some seek to further the position of science in Cardassian culture, while others merely want to end the military domination of the Union.

Allocation

Originally, a sub-ministry of Finance, Allocation was elevated to full Ministry status after the Gharva Riots of 2348 on Cardassia Prime. In an empire with so few resources, the careful allocation of them becomes a matter of some priority. Officials called lexors handle resource allocation on the regional or planetary level, working closely with the military. For the past several centuries, Allocation was so closely overseen by the Central Command that many officers joked it was the civilian branch of the military. Allocation's vast influence and close ties with the Central Command encourage what a Federation citizen would label "corruption" and "influence-peddling" among lexors seeking to increase their *vesala* or make money on the Union's vast black market.

Local Government

Sectors

Like most other major interstellar powers, the Cardassian Union divides its space up into sectors, which constitute the largest unit of local governmental control. Sectors vary in size, generally based on how many inhabited planets they contain; a large but relatively underpopulated region of space might be one sector, as would a handful of systems which all have inhabited planets, even though they don't occupy as much space as the first sector.

By law, a sector governor appointed by the Detapa Council rules each sector. In practice, though, the sector governor is a puppet; the real ruler of a sector is the chief military officer appointed to it. In some sectors, these two persons work together to present a facade of united leadership; in others, the civilian governor is a powerless figurehead, and everyone knows it. On rare occasions, a sector governor with extensive military contacts and a great deal of *vesala* actually gets to perform his job.

Planets

Local planetary and colonial government rulers go by the title prefect. Historically, almost all prefects were also military officers, so they had the authority of the Central Command backing them up. A prefect also has jurisdiction over the entire system his planet occupies, unless the system has multiple inhabited worlds, in which case the Central Command determines who has authority (usually the prefect with the highest military rank, best connections, or most *vesala*).

An extensive bureaucracy handles the day-to-day matters of governing each world. Part of this governmental machine includes representatives from the major ministries of the Cardassian government. Each planet maintains extensive records, for Cardassians are meticulous record-keepers with an advanced science of information organization and retrieval. Most Cardassian bureaucracies are notorious for their lack of cooperation with each other, so prefects and other administrators often spend considerable time building relationships (*vesala* again) with bureaucrats so they can get things done.

In the aftermath of the Dominion War, some prefects who survived the Dominion purge have become de facto "emperors" of their worlds. Others avoided the Jem'Hadar only to be set upon and killed by their own people, who took advantage of the opportunity to avenge years of oppression. Once a new Union government arises, it will have to expend considerable resources reining in out-of-control local governments and planets that have descended into near-anarchy.

Foreign Relations Past and Present

Cardassian relations with foreign powers have never been cordial—a fact which surprises no one who's aware of the native Cardassian predilection towards xenophobia. At best, the Cardassian Union regarded the Federation and the Klingon Empire with cold disdain, at worst with open warfare. Independent worlds like Bajor often fared even worse; unless they had the strength to fend off the Cardassians or work out an alliance with them, they were conquered and occupied.

One can sum up the state of Cardassia's present foreign relations in two words: virtually non-existent. Without a central authority, there's no one who can establish legitimate foreign relations with other powers. Some of the factions have reached out to seek foreign aid, but the results of their efforts have been decidedly mixed.

Bajor

Despite the 2371 peace treaty, relations between Bajor and Cardassia remain strained. Bajorans still vividly remember 40 years of occupation and hundreds of millions of their fellows butchered by their grey-skinned conquerors. Most Bajorans are not at all unhappy to see the Cardassian Union lying in ruins, the way their world did when the Cardassians abandoned it.

Some, however, have taken the messages of the Prophets more to heart, and feel sympathy for their former oppressors. A few, hoping to help create a kinder, better Cardassia and heal old wounds, have been performing humanitarian aid missions on Cardassia Prime, often working with the Democratists or Spiritualists.

The United Federation of Planets

Over the past forty years, the Cardassians have, at best, regarded the Federation neutrally. Usually hostilities or outright war existed between them, and they never formally exchanged ambassadors.

True to its principles, the Federation is trying to help the Cardassians rebuild their society at the conclusion of the Dominion War. Constrained by the Prime Directive, it cannot directly help the Democratists or other reform-minded factions that appeal to it, but it can provide humanitarian assistance to all Cardassians. Already Federation science and engineering teams have helped to stave off mass starvation with shipments of replicators and cleared away millions of tons of rubble so that rebuilding can begin. The Federation can only hope that the example it provides, combined with the sad straits which hundreds of years of military rule brought Cardassia to, will cause Cardassia to rise, phoenix-like, as a better, more egalitarian, society.

The Ferengi Alliance

The Cardassians have never cared overmuch for the Ferengi, but have always understand their usefulness. Ferengi traders have visited the Union for centuries, although they found relatively few lucrative business opportunities among the resource-poor worlds of Cardassian space. Now they plan to make even greater profits selling rebuilding supplies and food to Cardassians, though Grand Nagus Rom has undercut that market severely by providing free—free!—aid to potential customers.

The Klingon Empire

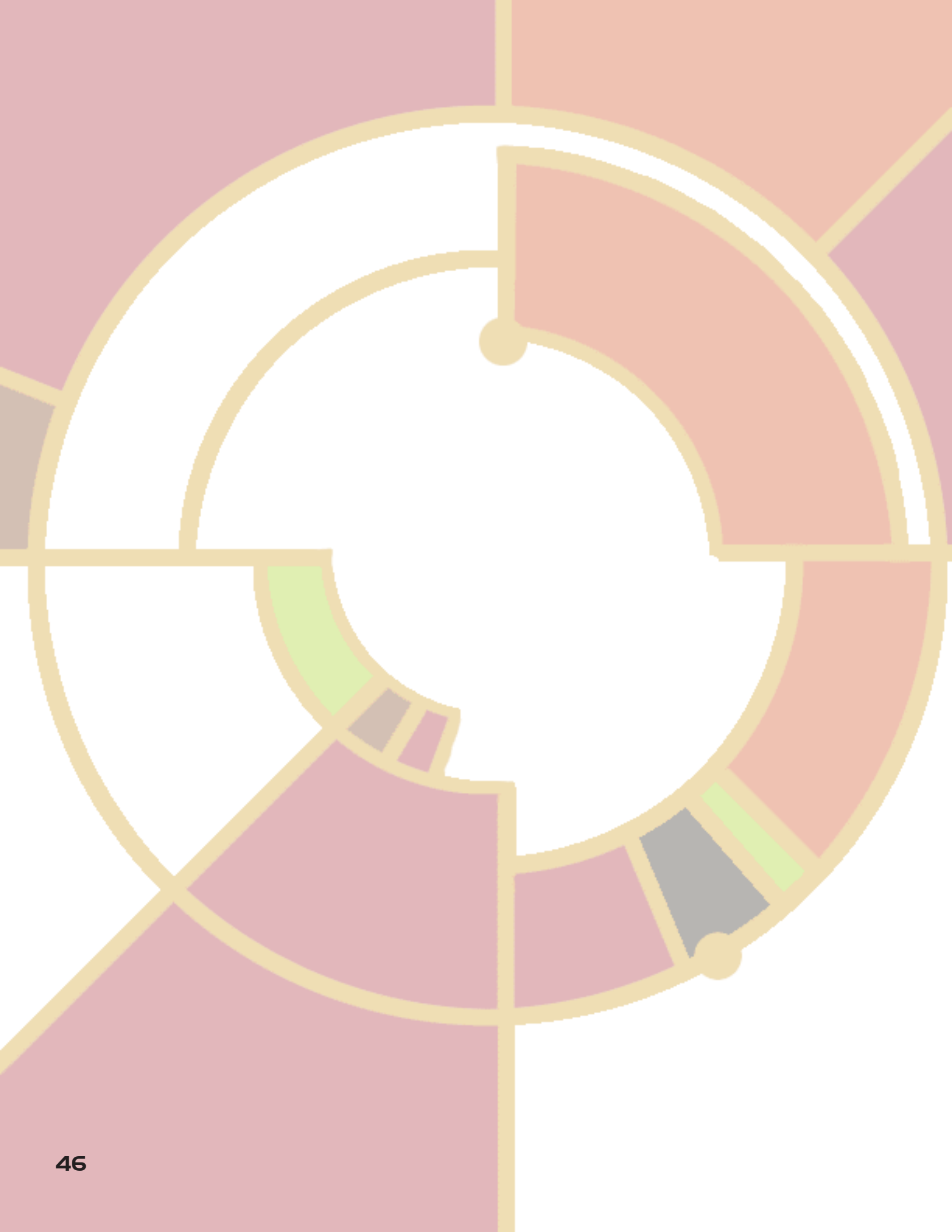
The Cardassians and the Klingon Empire have long been rivals, even enemies. On the one hand, the Cardassians admire the Klingon devotion to the military ideal. On the other, they consider the Klingons savage, brutal, and too bound up in their antique concepts of honor. Given the vast numbers of Klingons killed by Cardassians during the Dominion War, and vice-versa, relations between the two powers will likely remain touchy for the foreseeable future.

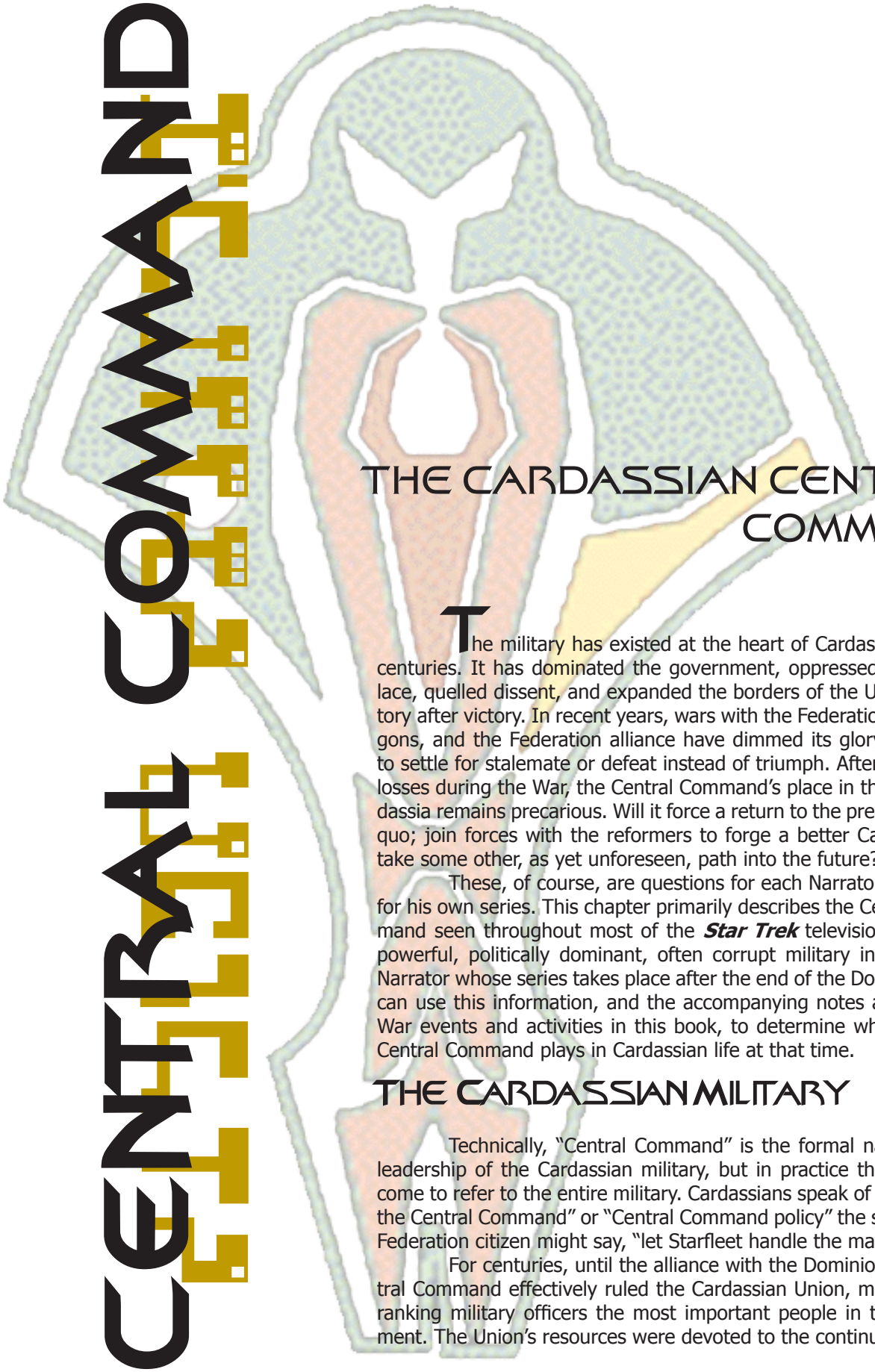
The Romulans

Although they admire the Romulans' efficiency and loyalty, Cardassians consider them untrustworthy and sneaky. There has been little in the way of formal relations between the two powers, separated as they are by Federation space, though they used to maintain embassies on each other's homeworlds. As with the Klingons, the Romulans regard the Cardassians poorly because of the recent war, so a warming of relations seems unlikely at best.

The Breen

Cardassia has never had formal relations with the Breen, regarding them as pirates and thugs. Breen conduct during the War, including helping the Jem'Hadar butcher innocent Cardassians, has made the Cardassians their bitter enemies.





THE CARDASSIAN CENTRAL COMMAND

The military has existed at the heart of Cardassian life for centuries. It has dominated the government, oppressed the populace, quelled dissent, and expanded the borders of the Union in victory after victory. In recent years, wars with the Federation, the Klingons, and the Federation alliance have dimmed its glory, forcing it to settle for stalemate or defeat instead of triumph. After its terrible losses during the War, the Central Command's place in the new Cardassia remains precarious. Will it force a return to the pre-War status quo; join forces with the reformers to forge a better Cardassia; or take some other, as yet unforeseen, path into the future?

These, of course, are questions for each Narrator to answer for his own series. This chapter primarily describes the Central Command seen throughout most of the ***Star Trek*** television series—a powerful, politically dominant, often corrupt military institution. A Narrator whose series takes place after the end of the Dominion War can use this information, and the accompanying notes about post-War events and activities in this book, to determine what role the Central Command plays in Cardassian life at that time.

THE CARDASSIAN MILITARY

Technically, "Central Command" is the formal name of the leadership of the Cardassian military, but in practice the term has come to refer to the entire military. Cardassians speak of "sending in the Central Command" or "Central Command policy" the same way a Federation citizen might say, "let Starfleet handle the matter."

For centuries, until the alliance with the Dominion, the Central Command effectively ruled the Cardassian Union, making high-ranking military officers the most important people in the government. The Union's resources were devoted to the continued support

and maintenance of Cardassia's military might; all other concerns—consumer production, environmental preservation, citizens' rights—were secondary. The Central Command protected the Union and made Cardassia a force to be reckoned with in the Alpha Quadrant.

The Dominion alliance at once both empowered and emasculated the Central Command. By granting it access to Jem'Hadar troops and technology, the alliance allowed it to accomplish things it never could have before—destroying the Maquis resistance, standing firm and even advancing against the combined might of the Federation alliance. But the agreement also placed it under Dominion control, reducing a once proud, independent military force to the puppet of shape shifting power mongers from the Gamma Quadrant. Many surviving members of the Central Command are deeply ashamed that they ever allowed the Dominion to seduce them into near-slavery with its promises of power and glory. This feeling colors their post-War political views, pushing some into the xenophobic camp of Gul Bernak, others into the ranks of the reforming Democratists or Spiritualists, and still others into countless other factions.

Military Structure

The Cardassian High Command

The true leadership of the military is the Cardassian High Command, although Cardassians rarely use this term. The High Command consists of the commanders of the various Orders, plus certain other senior officers and persons awarded High Command status (a rare event). They form a council that dictates policy for the military and much of the Cardassian Union. For the past several centuries, the officers of the High Command have *de facto* ruled the Cardassian Union. A few members of the High Command sat on the Detapa Council at all times to ensure military control of that supposedly independent civilian body.

The High Command has always been rife with political maneuvering and infighting, as different officers (and their staffs) pushed their personal agendas for the Central Command and the Union as a whole. In theory, authority in the High Command, and thus over the Central Command as a whole, is split evenly among the heads of the military Orders. In practice, the leaders of the older or more powerful Orders, and/or officers with more *vesala,* exercise more authority. Considerable behind-the-scenes struggling and power brokering takes place between the military leaders as they struggle to decide military policy (including resource allocation) so that they can present a united front to their troops and subjects. In times of crisis, however, the Central Command quickly unifies against any outside threat.

The Military Command

While the Central Command handles the larger, broad-policies, the Military Command handles the day-to-day affairs of the military. As the Central Command took power, the Military Command evolved to fill the need of the mundane decision-making as well as supply distribution. The Military Command has a wide range of duties that it must execute with efficiency and speed. In short these duties consist of issuing the 'hard' orders for the movement of formations of troops, reinforcements and replacements as directed by, and in compliance with, the directives and desires of the High Command. At the same time the additional duties of forming doctrine, recruiting, conducting military research and the carrying out of supply must be tended to by the Military Command.

THE ORDERS

Below the level of the High Command, the Central Command is divided into *cairhailo*, or *Orders*, each of which serves or patrols a specific region of space and includes both space and ground forces assigned to that region. A soldier's Order serves as perhaps the single most important datum for identifying him and his duties; most Cardassian officers use their Order as part of their title—for example, "Gul Jasad, Third Order." Generally speaking, the highest-ranked Orders (beginning with the First) are the oldest and most prominent, wield the greatest influence in Cardassian affairs, and hold correspondingly greater responsibilities.

Vital Statistics

The Cardassian Central Command consists of millions of troops and officers, supplied with thousands of ships. Each Order has between 500,000 and a million personnel, and there are several dozen Orders throughout the entire Cardassian Union (the most prominent of which are described below). Of an Order's personnel, approximately one percent (5,000-10,000) are gul-level officers, generally starship and unit commanders. Approximately five percent (25,000-50,000) are glinn-level officers, serving as aides to the guls and commanders of smaller units, and in similar capacities.

Each of the thousands of units within the Central Command has its own unique symbol, typically worn as a patch or personal communicator. Many Cardassians make a hobby of learning the various emblems, or even collecting examples of them.

The Central Command refers to its troops as *deshataro* ("soldiers"), regardless of whether they serve in

the Space Forces or the Army. Army personnel tend to identify primarily with their squad or other organizational unit; Space Forces personnel with the ship or wing they belong to.

In addition to the actual troops and officers, each Order employs several million more civilian or quasi-civilian employees to help it perform its political duties, keep it supplied, and so forth. The recordkeeping requirements alone have spawned a whole new bureaucratic science. Even the Federation, no stranger to sophisticated data management, studies Cardassian methods in this field.

Although Cardassia's military forces appear vast, the millions in the ranks of Central Command are still small compared to the trillions of individuals in the Cardassian Union. Considerable turnover occurs in the lower ranks of the Central Command, as troops conscripted for mandatory military service leave for civilian life and officers who have accumulated sufficient *vesala* retire to enjoy the fruits of their labors without the burden of military discipline and duty. The High Command has historically always sought ways to make the Central Command even bigger and better organized.

First Order

The First Order is the most distinguished of all, but it has lost some of its glory in recent years. Stationed throughout the central and rimward sectors, the First Order serves to protect many of the Union's most vital and resource-wealthy worlds. It hearkens back to the Cardassian ideal of the military as protectors of the Union and the Cardassian people; its soldiers maintain a certain proud and romantic attitude towards their duties.

With Cardassia Prime located so close to the border of the Union, the First Order has many opportunities to distinguish itself in battle, often against the forces of the Klingon Empire. First Order soldiers are none too fond of Klingons; some have Klingon *d'k tahgs* and other ornaments as trophies of their kills.

Apart from their conflicts with Klingon warriors, soldiers of the First Order saw little action for years. The Federation-Cardassian War never truly endangered the core worlds of the Union, so the First Order spent most of it in drills and training exercises. This led to its eclipse by the Second Order, which saw considerable action against the Federation.

Best known among the units of the First Order is the Third Battalion, which trains specialized commandos for difficult, often suicidal missions. Their motto, "Death to All," nicely sums up their attitude toward the enemies of Cardassia. Their ruthlessness and skill in combat are legendary among Cardassians.

Second Order

The Second Order, or "Eagle Order" (*Cairhail Prethok*), is widely considered the most influential in the Cardassian Union. For many years it was led by Gul Dukat; when Dukat became prefect of Bajor and a major figure in Cardassian politics, his protégé Gul Damar took over the daily command duties. The Second Order exercised considerable power in Central Command and in Cardassian space.

Military historians trace the Second Order's rise to power back to the start of the Federation-Cardassian conflict. Members of the Second Order made first contact with the Federation, and determined that Starfleet posed a potential threat to Cardassia. The Second Order also conducted the raid against the Federation outpost at Setlik III, which the Obsidian Order believed was a staging point for an attack against the Union. Although this proved incorrect, the Second Order's actions were vindicated by Starfleet's aggressive response. During the resulting war, the Second Order distinguished itself time and again, earning great glory and renown for its members. This meant more *vesala* for them as people sought favors from them.

Officers of the Second Order (including Gul Dukat) strongly protested the Central Command's decision to

Project Guardian

Sometimes lack of resources or the vicissitudes of galactic politics force the Cardassians to abandon space stations and similar facilities. Rather than destroy the bases outright, Central Command prefers to strip them of their useful components, leaving the rest intact in case the Cardassian Union ever has the chance to claim them again.

In order to protect these facilities from foreign powers, pirates, or other interlopers, Central Command chooses certain members of the First Order and places them in cryogenic suspension within the facility. Combat engineers program the sensor systems to revive the soldiers in the event of threats to facility security. Central Command refers to this program as *Menrathu Palogra*—"Project Guardian" as roughly translated into Federation Standard.

To preserve the soldiers' ability to fight even after years of suspended animation, the Central Command developed a combat drug called *kraxarin*. Kraxarin preserves muscle tone and enhances a Cardassian's strength and fighting ability (in game terms, it grants +1 Fitness for purposes of resisting damage only, +1 Strength, and +1 Reaction; a user must take a new 20 ml dose for every 12 hours of activity). However, kraxarin has psychotropic side effects. It enhances the native Cardassian xenophobia and racial paranoia (user has Intolerant (All Other Species) for the duration of the effect). It also reduces blood clotting capabilities (increase the Difficulty of all Tests to heal the character, whether naturally or with medicine, by 1 for the duration of the effect).

Due to the destruction of Cardassia during the Dominion War, no records exist of which facilities are protected by cryogenically suspended soldiers.

negotiate a peace treaty with the Federation and to withdraw from Bajor. The Second Order remained hostile towards the Federation, and agitated for preparation for a new offensive against both the Federation and Bajor, particularly after the discovery of the Bajoran wormhole. Other leaders in the Central Command wisely remained skeptical about Cardassia's ability to sustain a new conflict, and preferred to bide their time using the peace negotiations while continuing to rebuild the Union's military strength.

The Dominion alliance placed the Second Order back in the forefront of the Cardassian military (but secondary, of course, to the will of the Dominion). Damar's rebellion against the Dominion drew many soldiers of the Second Order with him. Many of those who survived the rebellion now participate prominently in Cardassian politics, often as members of the Democratist or Militarist factions.

Third Order

The Third Order serves as the rapid response fleet of the Cardassian Union. Stationed on bases and outposts at strategic locations throughout Cardassian space, its soldiers carry out quick hit-and-run strikes against enemy targets, provide support and reinforcements to other Orders, and conduct military reconnaissance and scouting missions.

Soldiers of the Third Order have seen action in nearly every military conflict undertaken by the Cardassian Union in the past 300 years, including the war with the Federation, border conflicts with the Klingon Empire, and the Klingon invasion of Cardassia. Third Order troops helped reinforce the lines against the Klingon invaders, and allowed vital elements of other Orders, along with members of the Detapa Council, to retreat from the advancing Klingons. The Third Order reputation for "coming to the rescue" of other Orders gives its soldiers a certain cachet, as well as a measure of arrogance.

Soldiers of the Fifth Order often work with the Third Order to perform surgical strikes and commando raids on enemy targets. They plan these attacks to look like random raids, pirate strikes, or accidents. Personnel in combined Third-Fifth units are often the first to enter a potentially hostile situation in their role as scouts and forward observers. They gather information to take back to the other Orders so the Central Command can act with full knowledge of the situation.

The Third Order suffered heavy casualties during the Dominion War, since it often supported Jem'Hadar forces operating along the front lines. At first proud of their prominent position in the war effort, the soldiers of the Third Order quickly realized the Jem'Hadar and the Dominion thought of them as little more than cannon fodder and secondary support personnel for the true soldiers of the Dominion. This led to a weakening of morale within the Order. Harsh punishments for dereliction of duty only served to strengthen the Order's resentment towards the Dominion. Many Third Order units turned against the Dominion and supported Damar's rebellion; their members now tend to support the Democratist, Militarist, Bernak, or Shamar factions.

Fourth Order

The Fourth Order patrols and protects the space near Cardassia Prime itself, including, when needed, the Bajor System. It's often known as the "Home Guard" of the Cardassian Union, since the Central Command entrusts it with the protection of the home system, the heart and soul of the Union. Historically it has also been the Order which most often deals with the Ferengi and their interests in Cardassian space.

Following the Cardassian withdrawal from Bajor and the establishment of the Demilitarized Zone with the Federation, the Fourth Order reinforced positions in and around Cardassia Prime and along the DMZ. With Cardassia located so close to the border itself, the Order could not afford to relax its vigilance in the wake of the treaty. Fourth Order ships and soldiers helped to blunt the Klingon thrust towards Cardassia Prime during their invasion of the Union, although they suffered heavy casualties.

The Dominion alliance built up the Fourth Order again to protect Cardassia when the Dominion went to war with the Federation and their Klingon allies. The Fourth saw action during the war, but mostly through the rotation of Fourth Order units to the border to reinforce the depleted ranks of other Orders. Cardassia itself remained inviolate until the very end of the war, when the Fourth again endured extreme losses, at the hands of both the Federation alliance and the Jem'Hadar.

The Cardassian rebellion presented a serious problem for the Fourth Order, which was charged with maintaining order on Cardassia Prime. Fourth Order soldiers found themselves faced with fighting their own people. Many chose to turn against the Dominion and join the rebellion, while others continued to serve and obey their oaths of loyalty. Fourth Order soldiers were stationed, along with Cardassian civilians, around Dominion bases to help protect them against terrorist attacks from the rebellion.

When the rebellion provoked the ire of the Dominion, and they began the mass destruction of Cardassian cities, the Fourth Order turned against their former allies entirely, but it was too little, too late. Thousands of members of the Order died along with Cardassian civilians in the Dominion's slaughter. Many valiantly sacrificed their lives in

an effort to stop the Dominion forces, to no avail.

For the past several decades, the infamous Gul Trepar, a political enemy of Gul Dukat, has led the Fourth Order. Having survived the Dominion War, he has become a prominent member of the Militarist faction. His sneering, arrogant denunciations of the Democratists, Spiritualists, and Bernakians have earned him attention from the Cardassian people.

Fifth Order

The Fifth Order, also known as the "Jade Order" (*Cairhail Terapha*), comprises the Central Command's military intelligence division. Central Command maintains the Fifth Order so it does not have to depend entirely on the Obsidian Order for military intelligence. The Jade Order is far smaller than the Obsidian Order, and has a fierce rivalry with its larger "civilian" competitor. (The Jade Order uses most of the same methods as the Obsidian Order; see Chapter Five for details.)

The Fifth Order focuses its resources almost exclusively on military intelligence. While the Obsidian Order maintains internal security for the Cardassian Union by watching nearly everyone, and studies everything it can about Cardassia's enemies, the Jade Order concentrates on targets of military and strategic significance. Its officers and agents were especially busy during the Dominion War, when the Central Command desperately needed accurate military information and the Cardassian Intelligence Bureau (formerly the Obsidian Order) was both weakened by the Omarion Nebula incident and mistrusted by many in the Central Command. Agents of the Jade Order infiltrated and spied on Federation and Klingon facilities and bases, collected information on ship and troop movements, and ferreted out the Federation alliance's strategic plans through traffic analysis. They also create many of the encoding methods used by the Central Command; Fifth Order encryption techniques are, at best, devilishly hard to break.

Officers of the Jade Order are military personnel first, intelligence operatives second. They share the same fierce devotion to Cardassia and their fellow soldiers as the other Orders, and lack the cold disdain Obsidian Order agents often have for the military. To the agents of the Jade Order, their work is vital because it saves the lives of fellow soldiers, and thus aids Cardassia. There are certainly agents more concerned with personal power and influence, or merely playing "the great game" of espionage, but for the most part, Jade Order agents are more honest and forthright than their Obsidian Order counterparts.

Agents of the Fifth Order are often assigned to other Orders to act as intelligence liaisons, and to keep a close watch for any signs of trouble. While not overly popular with regular troops and officers, Jade Order agents are regarded better than agents of the Obsidian Order, whom most Cardassian soldiers consider underhanded and untrustworthy. Jade Order agents are, at least, fellow soldiers.

Cardassian Diversionary Forces

While most of the Fifth Order is aimed toward traditional Military Intelligence needs, it also provides highly trained personal for various covert operations in support of Military goals. Most of the active ground force suborders are supplied with at least one company of diversionary troops. Individual Orders themselves have an additional brigade attached to them, and the Central Command has five independent regiments of such troops at its disposal at any one time.

The Fifth Order is responsible for training and indoctrination while the field forces actually command them, with five independent Central Command regiments falling under the administrative command of the Third Order. Each unit is formed as according to operational needs demand.

Typical wartime missions include the assassination of enemy military and political leaders, as well as extensive deep reconnaissance of the enemy's rear areas. They are assigned missions raiding and destroying enemy headquarters, command posts, communication centers, and stockpiles of weapons of mass destruction.

They are also responsible for setting up and maintaining a propaganda machine within enemy territory. By feeding the enemy with false information they can create dissent among the populace as well as confuse the leaders into making a bad decision.

Sixth Order

The Sixth Order makes up part of the deep space fleets of the Union. It stations its ships throughout explored Cardassian space in sectors far from Cardassia Prime. It, along with the Ninth Order, undertakes the majority of military deep space exploration and observation duties. Sixth Order ships come equipped with better sensor and science systems than most Cardassian vessels.

Most of the Sixth Order's exploration missions take it spinward and coreward of the Cardassian Union, away from many of the conflicts the rest of the Central Command has become involved in over the years. Although the officers of the Sixth Order are as military as any in Cardassia, they are also explorers, seeking new worlds and new resources for the Union, making contact with new species, and studying

unknown phenomena in the depths of space.

The Dominion War brought the exploration work of the Sixth Order to a halt (much as it did with Starfleet exploration duties). Ships and personnel were diverted back into the heart of Cardassian space, particularly to deal with Romulan incursions along the Union's antispinward and coreward borders. Most of the Sixth Order's battles were with Romulan forces, and involved more clever maneuvering and hit-and-run tactics than the sort of all-out battles fought near Bajor Sector.

Overall, the Sixth Order suffered fewer casualties during the Dominion War than Orders like the First or Third. With the war over, the leaders of the Sixth Order are eager to return to their work of exploring the frontiers of Cardassian space. These officers divide into roughly two camps. The first, usually belonging to the Militarist or Jagul Shamar factions, advocates continued exploration to find and conquer new worlds with resources useful in rebuilding Cardassian infrastructure. The other, more vocal, group typically belongs to the Democratists or Spiritualists. It claims the Cardassian Union has had enough conflict. It calls for peaceful contact with new species along the frontier. It wants to use trade to strengthen the Union, while finding uninhabited worlds Cardassia can mine for much needed resources.

Seventh Order

The Seventh Order patrols and maintains bases along the Cardassian Union's coreward frontier, where it has often dealt with raids, piracy, and other dangers of unsettled regions. It also protects Cardassian colonies and client worlds in the area, and aids the Sixth Order with exploration and settlement missions. The Seventh Order saw very little action during the Federation-Cardassian War.

Occasionally, the Seventh Order has discovered evidence of Romulan incursion into Cardassian space—most likely small, cloaked vessels performing long-range reconnaissance missions. The Cardassians have never found proof that Romulan spies penetrated Union territory, and the Romulan Star Empire would certainly deny any such allegations, so nothing has come of the incidents—but the Seventh remains vigilant.

During the Dominion War, the Seventh Order reinforced the positions of the other Orders. It was at first assured of no trouble from the Romulan Empire, which signed a non-aggression treaty with the Dominion, or the Ferengi Alliance, which remained carefully neutral. Elements of the Seventh Order deployed along the Federation-Cardassian border and went on missions inside Federation space.

When the Romulan Star Empire unexpectedly entered the war on the side of the Federation, the Cardassians quickly reassigned the Seventh Order, backed up by Jem'Hadar troops, to protect the coreward border against a potential Romulan invasion. Although the Romulan cloaking device was a formidable advantage, superior Dominion technology all but neutralized it in many instances. Seventh Order ships fitted with Dominion tachyon scanners enjoyed remarkable success at detecting cloaked Romulan warbirds and engaging them as soon as they tried entered Cardassian space. However, the Seventh still found the Romulans formidable adversaries; a complex strategic game of move and countermove locked up the Order and a large portion of the Romulan Star Navy in the coreward sectors. This kept the Seventh out of most of the other action in the war, although some units were still assigned to support the other Orders against Federation and Klingon forces.

Eighth Order

The Eighth protects and patrols the "Iron Path," a series of systems with significant industrial capabilities which runs from Cardassia itself rimward and spinward through the Union. It focuses on the far end of the path from Cardassia Prime. This highly defensible position kept the Eighth Order out of most conflicts with the Federation, the Klingons, and other powers. It generally also kept it behind the lines during the Dominion War. However, as the War took its toll on the Central Command, more and more units from the Eighth Order were moved up to the front lines, or assigned to protect the Iron Path closer to Cardassia from Federation alliance strikes deep into Cardassian territory. Eighth Order forces ended up seeing considerable action during the War, particularly the final battles.

Prior to its involvement in the Dominion War, the Eighth Order was best known for dealing with pirates and raiders along the far end of the Iron Path. Guls and starship personnel from the Eighth Order are quite skilled at combatting smaller, faster starships, like most pirate vessels. Its officers often found themselves a little out of their element going up against large Federation, Klingon, and Romulan vessels, and sometimes suffered heavy losses as a result.

Ninth Order

Like the Sixth Order, the Ninth is a deep space patrol and exploration group, focusing on the frontier regions rimward and spinward of the Cardassian Union in the Alpha Quadrant. The Ninth Order's missions took it into sectors often sparse in stars and Class M planets, but which still contains thousands of systems of interest to Cardassia. Historically, the Central Command has made the finding of sources of valuable minerals and other materials needed by

Cardassian industry the primary focus of the Ninth Order's missions. Its secondary missions include mapping and exploring new star systems, making contact with new forms of life, and studying stellar anomalies. Any promising systems discovered are thoroughly surveyed, with an eye toward annexation and resource acquisition. Since the Cardassians have no Prime Directive, they can contact, trade with, or conquer newly-discovered species as they deem appropriate. Once a system comes under the rule of the Cardassian Union, elements of the Seventh Order move in to patrol and protect it, while the Ninth Order heads further out into the frontier.

Tenth Order

Like the Eighth Order, the Tenth Order patrols the "Iron Path," protecting shipping convoys of much-needed materials from pirates and raiders. Their involvement in the manufacturing and shipping capabilities of the Union gives the Tenth Order a great deal of influence in Central Command. Some consider its members bureaucrats or "military merchants," more concerned with logistics and supply lines than military matters, but the Tenth Order is as capable a military force as any other in the Union. In addition to its quartermasters and logistics officers, the Tenth Order is well known for its engineers, who often assist disabled vessels and help build new industrial facilities for the Union. Often forced to work with limited resources and outdated equipment, Tenth Order engineers are masters of improvisation and unorthodox technique.

The Tenth Order was vital in protecting the Iron Path from attack and keeping Cardassia's industry operating during various conflicts. During the Dominion War, the Vorta established cloning, ketracel-white production, ship construction facilities throughout the Iron Path, and the Tenth Order was responsible for protecting and maintaining them. These sites were tempting targets for Federation and Klingon forces striking at the Dominion's industrial capabilities, so the Tenth Order took heavy casualties—but as often as not, it held the line.

Eleventh Order

Over the course of the past century and a half, the Eleventh Order has found itself supplanted by the Second, Third, and Fourth Orders. At one time it was charged with the protection of Cardassian colonies and client worlds along the Union's antispinward border. It suffered disastrous losses during some minor 23rd century conflicts, and in the Betreka Nebula Incident. As Cardassia's attention shifted to focus more and more on the Bajor Sector, the Cardassia-UFP border, and other antispinward territories, it was decided that stronger Orders should take command in those regions. The Eleventh Order's responsibilities were assumed by other Orders, and it became a reserve unit, its duties largely ceremonial. It performed support functions for other Orders, and handled routine missions involving colonies and other peacetime activities.

During the Dominion War, all able-bodied Orders were expected to serve, and the ranks of the Eleventh swelled as the Cardassian Union called upon every reservist and volunteer. As the soldiers fought and died, the ranks of the Eleventh were increasingly filled with fewer and fewer fully trained and able-bodied soldiers. The Eleventh Order went from a support and reserve unit to an entire Order of "old men, young boys, and the walking wounded" during the Dominion War.

Near the end of the war, the Eleventh Order was assigned to protect Septimus III in Cardassian space. The Order was poorly manned, and just as poorly equipped. The Dominion withdrew its own troops and support from Septimus, and charged the Cardassian soldiers with holding it. Despite promises of reinforcements from Central Command, the Eleventh Order received no help whatsoever. A Klingon attack force wiped out almost the entire Order. It was later discovered that the Dominion chose to sacrifice the Cardassian soldiers to provide a distraction for Alpha Quadrant forces and further its own withdrawal plans.

The destruction of the Eleventh Order inspired many Cardassians, including Legate Damar, to turn against the Dominion. Their sacrifice fanned the first sparks of rebellion; many Cardassians consider them heroes. Several factions have already called for the establishment of a "Star of the Eleventh Order" commendation to reward those who sacrifice everything for Cardassia.

Twelfth Order

Like the Eleventh Order, the Twelfth Order began with a charter to protect Cardassian colonies and client worlds along the Union's rimward border. For the most part, the Twelfth Order performed its duties with distinction, earning the respect of the Central Command and the Cardassian people, and the fear of enemies of the Union. The Order's headquarters is on the Cardassian planet Sarpedion V, one of the most fortified and well-protected military installations in Cardassian space.

More than any other, the Twelfth Order has seen conflict with the Klingon Empire when Klingon forces chose to attack Cardassia. This includes numerous border skirmishes over the years, leading up to the Klingon invasion of Cardassia, where the Twelfth Order took the brunt of the Klingon assault. During the Dominion War, the Twelfth Order won most of its early clashes with the Klingons, thanks to Jem'Hadar assistance. Early victories spurred the Twelfth on to bolder strikes against the Klingons, but the fierce nature of their opponents, coupled with growing dissent in the ranks from working with the arrogant Jem'Hadar, led to rifts in the Twelfth's discipline. As the War continued, the Twelfth Order took considerable damage from Klingon offensives, and more units from the Twelfth were diverted from the rim areas of the Union to protect the front lines. Fallen Cardassian soldiers were replaced with retirees called back into service or young, raw recruits, or replaced altogether with more Jem'Hadar. This further weakened morale in the Twelfth Order.

Many soldiers of the Twelfth joined in the rebellion against the Dominion, and most of them were killed for their

defiance. Although it still controls the powerful Sarpedion V installation, the Twelfth Order is much weaker than it has ever been. If and when the Central Command is reorganized, it will likely absorb several lesser Orders into the Twelfth's structure to bring it back up to fighting strength.

Other Orders

While the First through Twelfth Orders have traditionally been the strongest and most popular, the Central Command has several dozen other Orders in service at any given time. Loss of personnel, shifting needs, and many other factors may cause it to combine two or more Orders, create a new Order, or otherwise alter its table of organization and equipment. Narrators should feel free to create their own Orders or rearrange the Orders as they see fit for their series.

Reservists

According to Cardassian law, all able-bodied civilians who have completed their mandatory military service (see page XX) and are age 50 or younger belong to the Central Command Reserves. In times of manpower shortages or need, Central Command can activate its reservists. Typically reservists fill support positions—they maintain equipment, drive or pilot unarmed military transports, build installations, and so forth—but they can, and sometimes do, see front line combat action.

During the latter stages of the Dominion War, millions of reservists were called up into the ranks, and tens of thousands of them died. In many cases the Dominion simply used them as Cardassian shields or cannon fodder, or sent them on suicide missions to distract the Federation alliance forces while the Jem'Hadar attained some real military objective. Few families on Cardassia did not lose a loved one in this manner.

FORCES

The Cardassian Central Command divides the Union's military forces into two main branches: the Space Forces, and the Army. Each Order includes personnel in both branches (though the proportions vary depending on the Order's duties), which use the same system of ranks, uniforms, and technology. The Central Command encourages troops and officers to think of themselves as part of the Cardassian military as a whole, rather than members of a branch. The Central Command refers to all troops as "soldiers," even if they serve primarily on a ship.

Political Officers

Most ships and Army units in the Central Command have at least one, and sometimes more, *political officers.* These are members of the Obsidian Order assigned to a ship or unit to watch over it, ensuring that all personnel agree with and abide by Union political doctrine and laws, and remain on the alert for spies and traitors. The Political Officer rarely enjoys much popularity among the soldiers he's assigned to work with. Since he's little more than a snitch and a martinet wrapping himself in the Cardassian flag as a way of justifying his often arbitrary power-mongering, this dislike is not surprising. But because the Political Officer can place career-ruining comments in an officer's file, or even have Central Command personnel dragged off to Obsidian Order interrogation centers, his word carries a lot of weight aboard ship.

Cardassian Space Forces

Of all the branches of the Cardassian military, the Space Force is by far the best known and most influential. Space Force personnel crew the ships and space stations of the Cardassian Union, patrol border and trade routes, explore deep space, and make contact with new worlds and species in peacetime. In times of war, the might of the Cardassian Fleet crushes the Union's enemies.

The fleet's prime vessel is the *Galor*-class Battle Cruiser (and its uprated variant, the *Keldon*-class warship), though it fields many other vessels (see Chapter Seven). Usually commanded by a gul, these ships are found throughout Cardassian space. A typical *Galor*-class ship has a crew of approximately 300 and performs a wide variety of missions.

Cardassian Army

The Cardassian Army handles planetary invasions, garrison duties, the manning and protection of Cardassian facilities, and similar ground-based activities. It is somewhat less glamorous than the Space Forces, but easier to get into and, sometimes, provides more opportunities for an ambitious officer to advance quickly through the ranks. Cardassian Army units saw considerable action during the Dominion War, defending planets within the Union from invasion by enemy

forces, and helping hold captured worlds along the border.

Miscellaneous Branches

The other branches of the Central Command include Medical, Engineering, Logistics & Supply, and so forth. These branches work primarily to support the Space Forces and the Army, and are considered far less glamorous, with few opportunities for advancement other than heading up a department. During peacetime, branches like Science and Engineering engage in research, analysis of scientific data, weapons development, and so on. During wartime all their efforts are devoted to the development of new ships and weapons for the Central Command and the analysis of enemy technology and information.

The Medical branch of the military, similar to Starfleet's Medical Division, maintains the health and well-being of military personnel. Cardassian military medicine is similar to that of Starfleet, though the Cardassians place little emphasis on counseling and other "personnel engineering" techniques. Officers of the Medical branch often have a somewhat sinister reputation, since Cardassian medicine has so often advanced using studies conducted on other, often sentient, life forms (usually without their consent).

Life in the Cardassian Military

A high degree of regimentation and discipline characterize the Central Command. Soldiers must follow orders immediately and to the letter. The Cardassian Central Command values obedience and devotion to duty over qualities like personal initiative, imagination, and creativity. Officers do not tolerate disobedience and shirking of duty; commanders mete out severe punishments, often involving the infliction of pain (or even execution) in the event of a violation. A soldier who disobeys orders is punished, even if his disobedience resulted in a great success; he needs a lot of *vesala* to escape punishment by his superiors when he disobeys. Those who manage to avoid punishment for violations of the rules usually rise quickly through the ranks. Cardassian discipline, instilled in soldiers almost from infancy, makes infractions a relative rarity (especially when compared to personnel from more individualistic species, such as Humans).

Cardassian soldiers and officers are also under the near-constant surveillance of the Obsidian Order (and sometimes also officers from the Jade Order), who report any concerns or potentially dangerous actions. A black mark on a soldier's record may be enough to deny him promotion; enough of them can end his career altogether.

The Central Command trains its soldiers to be ruthless in battle. The Cardassian military does not embrace Federation concepts of "minimum force" and avoiding needless killing; in fact, most Cardassian soldiers sneer at the Federation's pacifist ideals, believing that such tenets clearly show the UFP's weakness as a civilization. Nor do concepts like the Klingons' "honor" cripple it. The Cardassian credo is "fight to win at any cost." Cardassians only take prisoners to torture them for information or use them as political leverage against their enemies. They do not hesitate to kill their opponents in battle, and Cardassian soldiers typically keep their weapons on a lethal setting, rather than a "stun" level. (Cardassian troops guarding installations in peacetime keep their weapons set on "stun" primarily to avoid accidents and to leave prisoners alive for interrogation.)

Recruitment and Training

All able-bodied Cardassian citizens must enter military service at the age of 18 for two years. They receive basic training and education, and are indoctrinated into the Central Command's way of thinking. Most Cardassians perform their required years of service and return to civilian life.

Others, however, go on to formal training and a military career. These recruits attend one of the Central Command's training schools—either the prestigious Cardassian Military Academy on Cardassia Prime, or lesser (but no less capable) academies such as the one on Kora II. The curriculum is particularly difficult; many prospective candidates wash out before completing their four years of training. Most return to the ranks as soldiers, but a few leave the military altogether. Most Cardassians see no disgrace in being "just a soldier"; it's an honorable and praiseworthy occupation which can earn one much *vesala*.

Cardassian military training is efficient and often brutal, especially by Federation standards (though the legendary Cardassian "photographic memory" makes it easy for recruits to learn military information). Every recruit studies basic Cardassian strategic and tactical doctrine (both space and ground), encryption techniques, weapons and equipment, and similar subjects before specializing in the field to which his academy's commandants assign him based on his demonstrated aptitudes (his desires have little, if any, effect on the assignment).

Training officers put recruits in situations intended to harden them, foster obedience, create group morale, and encourage them to learn ruthless behavior. For example, privileges in the military barracks are assigned to soldiers who earn them, which promotes competition, but squads of soldiers often receive rewards and punishments as a group, encouraging responsibility to one's fellow troops. A Cardassian soldier who earns a punishment for his squad is likely to suffer more at the hands of his squadmates than through any official punishment. Commanding officers are aware of

this and quietly encourage it to maintain discipline.

Rules and Regulations

The Cardassian Central Command takes its rules and regulations quite seriously. Ironically, although the military does not encourage individual initiative, it does grant commanding officers wide discretion in making decisions and in disciplining troops who violate regulations. Even with subspace communications, the Central Command cannot possibly oversee and approve every decision made by a Cardassian commander in the field. Instead, the High Command gives commanders enough latitude to allow them to respond to changing conditions quickly and decisively. Of course, they still have to answer for their decisions to their superior officers at a later time.

Military personnel on duty must maintain a level of decorum, avoid using intoxicants such as alcohol, and so forth. These rules tend to get bent in frontier regions or on client worlds, where Cardassian soldiers are largely free to do as they please. Soldiers suffer few restriction on their off-hours activities, even while in uniform. They can gamble, visit pleasure houses, or whatever else they want, as long as they commit no crimes.

Although minor violations of regulations are often overlooked, punishment for other violations is severe. A commanding officer who fails to maintain discipline and military readiness can find himself quickly replaced by the High Command.

Cardassian Uniforms

All Cardassian military personnel, soldiers and officers, space and ground forces alike, wear the same uniform. The uniform of the Central Command symbolizes Cardassian pride and strength to citizens of the Union, fear and respect to foreign powers. It reflects the Union's emphasis on the military, and the Cardassian concern with protection and military might.

The Cardassian uniform is a complete bodysuit which covers all but the hands, the neck, and head. It has wide shoulders to accommodate the Cardassian neck ridges. The uniform is covered with armor made of molded carbonitrium fibers in a style that evolved from ancient Cardassian ceremonial armor, dating back to the First Hebitian civilization. A flared clamshell cuirass covers the torso, affording protection against melee weapons and some limited protection from energy weapons. Flexible molded armor covers the arms and legs, with armor often sandwiched inside pockets of polymer cloth. In non-combat duty situations, the armor is trimmed back to just the ceremonial cuirass and shoulder armor over a standard duty uniform. Order and unit insignia are worn on the left shoulder of the uniform, while rank emblems are worn on the left breast or collar.

In game terms, a Cardassian uniform provides +2 protection against physical attacks and +1 protection against energy attacks (see page 118 of the ***Star Trek: Deep Space Nine Roleplaying Game*** core rulebook for rules on armor).

Chain of Command

The Cardassian military has a strong respect for the chain of command. The Central Command drills this into new recruits from their very first day, reinforcing the Cardassian cultural respect for authority. Cardassian troops are loyal and devoted to their superior officers, often to the point of fanaticism. This affects the officer's *vesala* (a popular officer gains considerable influence from the support of his troops), and sometimes the soldier's as well (serving under a notable commander confers a certain amount of prestige, and thus may provide some small augmentation of a soldier's personal influence).

The Cardassian Central Command uses the same system of hierarchical ranks for all branches of the service. A *garresh* is the lowest-ranked soldier, the rank where all new recruits start (the Central Command does not have "enlisted personnel"). Garresh make up the vast bulk of the military. The lowest officers' rank is that of *kel*, followed by *glinn*, *dalin*, *dal*, *gul*, and *jagul* (see page XX for the *Promotion* advantage for Cardassians).

The Central Command organizes each Order into *natorekor* (battalions) of about 50,000-200,000 personnel each, commanded by a jagul; *kalnatorekor* (companies) of about 15,000-50,000 personnel each, commanded by a jagul or gul; *sharkalo* (assault groups, or "platoons") of 100-1,000 personnel each, commanded by a gul, dal, dalin, or glinn; and *kethasor* (squads) of 10-50 personnel each, commanded by a glinn or kel. A supreme jagul commands each Order, and holds a position in the Central Command. For reasons of military tradition, many jaguls use the title "gul" in day-to-day reference, invoking their formal title only when necessary.

Officers must generally hold a rank of at least glinn to earn command of a department on board most starships or within most units. Larger vessels and units require dalin or dal level officers. Guls are the rough equivalent of Starfleet captains. They are the majority of the commanding officers in Central Command, controlling starships and bases, and serving as prefects and planetary governors throughout the client worlds of the Union. Many guls are quite influential, building up extensive *vesala* networks. Jaguls are the equivalent of Starfleet admirals, commanding entire battalions and Orders.

Rank Hath Its Privileges

Advancement in rank means more than just additional duties and responsibilities for Cardassian officers. It

also means increased opportunities and privileges. In the military-dominated society of the Union, high-ranking officers gain great *vesala* from their position and the contacts it provides them. Loyal troops can support a commander's personal bids for power and influence within the Central Command, and friends from military academy and former colleagues all become valuable contacts. (See page XX for more information on *vesala* and rank.)

The Central Command also takes no small amount of resources for the use of its own personnel. Cardassian officers receive the best that the Union has to offer in terms of housing and various luxuries. Even in frontier regions, Cardassian guls often live like royalty. While Gul Dukat was Prefect of Bajor, he ruled the planet like a virtual king, able to take whatever he wanted from the Bajorans. Dukat's troops received discounts and gifts from the local merchants, Bajoran "comfort women," and other incentives. Other prefects and high-ranking Cardassian officers enjoy similar treatment.

The War Machine

The Cardassians fight a war much like they approach anything else: One part determination, one part boldness, one part underhanded tactics. While professing a dislike for fighting their enemies on the ground they have shown great skill when fighting among the stars. Even though they uphold the ideal of the warrior, they prefer to rely on weapons that inflict damage from a comfortable distance. It is in this way that they can minimize their own casualties and conserve valuable equipment, while maximizing damage to the enemy. They have a tendency to be conservative in combat, and sometimes appear plodding and sluggish, however, they are cunning and wily opponents who have initiative and guile when confronted with unique situations.

Provocation & Ambush

The primary tactic of the Cardassians is the use of provocation, followed by an ambush, for both their offense and defensive strategies. In essence, the Cardassians test the strength of their enemy by baiting them into revealing their hand. These missions must be carefully staged and well-planned. If the mission goes wrong, the personnel involved may end up being the scapegoat of the Central Command. This is especially true in peacetime, when the Central Command will provoke a neighboring power into a response that somehow benefits the Cardassian Union.

The Cardassians have brought the basic tactic of the ambush up to a strategic art. The Cardassians have been known to lay traps for enemies, presenting them with a situation, then springing on them in ambush, hoping to overcome them before they can react. During the Cardassian-Federation War the Cardassian military would ambush Federation ships, even when the Federation ships were merely attempting to offer a truce. Ambush became less common during the Dominion War, but remains a time-honored Cardassian tactic.

The Cardassian Principles of War

Concentration of Force: This means either the literal massing of troops and ships in a specific area or the use of range weapons to achieve a concentration of firepower on a specific spot of the front lines. For example, a commander will order the concentration of several warship's weapons on one enemy ship during a battle.

Conformity of the Goal: The Commander of the unit must achieve his mission with the forces and resources that are allocated to him. He must be of benefit to the overall mission when it is completed. During the Dominion War, this was the one principle upon which most Cardassians and their Vorta "spies" routinely conflicted over.

Coordination: More than any of the other principles, coordination is considered the most important element in the combined arms style of warfare which the Cardassians practice. Coordination of the various forces of an order is necessary for eventual success. In the end of Dominion War, this principle was ignored by the Dominion and it cost their side dearly.

Surprise and Security: This is enrollment of provocation and ambush into the basic principles of war, where the tactics support security of an operation and the surprise value of an operation on the enemy.

Preservation of Forces: Unlike the Dominion, the Cardassians understand that waste is undesireable. The Cardassian's frugal lives have hammered into their troops that valuable lives and military equipment should be preserved for one's future needs. The deaths of many good Deshataro was one of the main reasons Cardassia rebelled against the Dominion.

Invasion

An invasion generally involves a large region of space rather than a single planet or system. Typically, the combat elements of several Orders will be mobilized and sent to participate in an invasion. Thus, many Orders end up fighting in places very far from their home territory. Having a larger area to maneuver in, the Cardassians will seek to gain whatever advantage they can. They achieve this by covert

infiltration such as the usage of nebulaes and other stellar phenomenon as cover. They also rely on brute force.

Normally, several battle wings act as spears to pierce into the enemy's space. Some will be tasked with the mission of destroying the enemy's fleets in the sector while others will be assigned to secure targeted systems in conquest. Once these primary targets are eliminated then the forces will span out into secondary systems. Finally they will progress onto targets that were too tough to be taken in the initial invasion or low-value targets.

Conquest

Conquest of a system begins with the elimination of any local space threat. This includes the destruction of planetary defenses, such as vessels, mines, and satellites. Each battle wing assigned to conquest duties will usually be associated with a corps of ground forces (all from the same Order) and will be aimed at key strategic locations such as core systems, military production facilities and other high priority targets. Afterwards, the warships of the invading force move to secure a defense perimeter around the system to prevent any reinforcement or re-supply of the enemy's local forces. After extensive planetary reconnaissance, ground troops begin to land.

These initial assault troops are tasked with taking control of governmental and military centers, key power and industrial production centers, and transportation hubs such as spaceports. Any resistance is usually met with a show of heavy force. It is a common practice to begin rounding up portions of the population, including leaders and officials, for potential execution or long-term detention in labor camps in order to encourage the local populace to cooperate.

If all goes well the army moves outward, seizing more and more territory until the planet is considered pacified. However, the army sometimes ends up fighting long and protracted campaigns on worlds that their enemy considers of vital importance. After being secured, a military officer is chosen to function as Prefect for the new client state of the Union. Militia forces then replace the front line army troops and serve to garrison the planet and maintain order, while Space Force vessels keep unwanted ships away from the area. These ships also carry fresh troops to the planet, along with whatever other materials the occupation forces require.

Defense

The Cardassians are diligent with its borders and their defense. It is often said that Cardassian strategy starts with defense and ends with attack. In most cases, the Union has resorted to the ancient idea of pre-emptive attack: attack him before he attacks you. This was clearly shown in the start of the Cardassian-Federation War which began in 2347. It also shows in the beginning stages of the Dominion War.

But yet as ambush and provocation form a cornerstone of Cardassian military thinking, they have no reservations in letting the enemy make the "first" move. This means that they have to be ready to make the next move. Defense is more of a tactical concept rather than a strategic one to the Cardassians, and for this they have adopted three principle missions: patrol, escort, and rapid response.

The first mission for defense is the patrol. The Cardassian Union is very conscious of the security of its borders in peacetime and regularly assigns various military units from all of the Orders to patrol them. Patrols are required to question all vessels entering Cardassian space as well as those moving within it, asking for an identification code and the vessel's destination. Patrols are often stretched thin, so they can sometimes be fooled by someone with a fair knowledge of Cardassian military culture and a willingness to exploit their tendency to obey orders without question.

The second defense mission is the escort. Military ships regularly escort both military and civilian transports to protect them from pirates and raiders, as well as attacks by enemy vessels in wartime. The Cardassians often use "civilian" transports to carry military equipment or supplies, using a variety of fields to shield them from sensor scans. Since it is difficult to tell these transports from civilian freighters, they can often move strategic supplies without notice. On the other hand, pirates have been known to capture a ship and find a rich haul of military equipment rather than spare parts or replicators.

The third defense mission for the Cardassian defense is the rapid response. Cardassian forces respond quickly in the event of a possible attack or invasion of Cardassian space. During the Dominion War's final stages, many Cardassian units were active on all fronts repelling attacks from Federation, Romulan, and Klingon forces. The size of the Union's territory often limits the speed of larger, strategically-valuable responses. It may take days for reinforcements to arrive, so local commanders, either in space or on the ground, are given the authority to do whatever is necessary to protect the Union and its citizens as while as newly won territory.

Normally, a tactical response force will consist of one or two battle wings with perhaps a division of ground troops attached to it. This force can usually stop an enemy advance for at least enough time to allow a larger force to be brought to bear. This tactic was seen in abundance during the Klingon and the Dominion Wars. One the

Fast-Talking Through Patrols

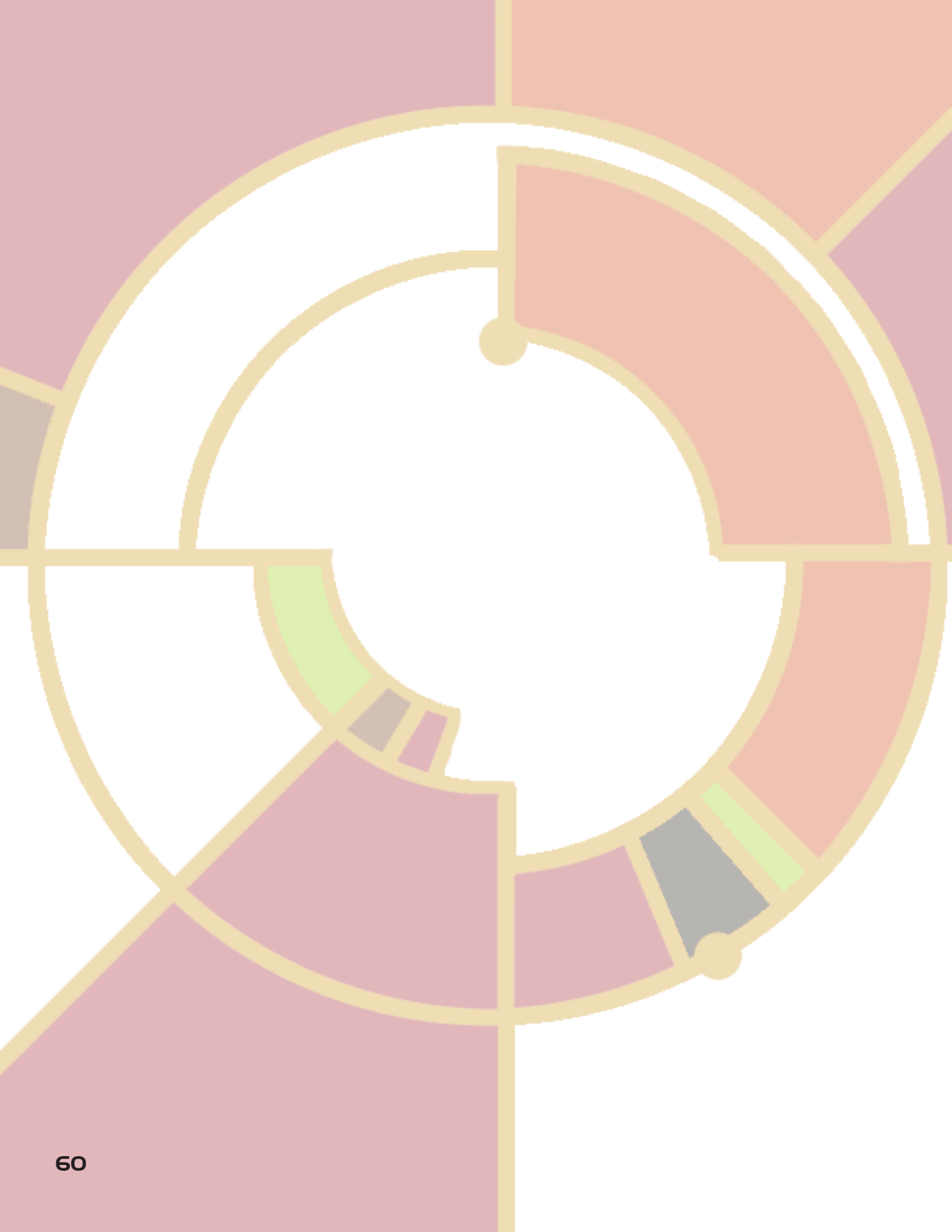
Cardassian military officers are concerned with three things: following orders, not making waves, and brown-nosing superior officers. Narrators should lower the difficulty of Fast Talk actions against a Cardassian patrol by one level if the player comes up with a sufficient lie that puts him in a position of power over the Cardassians (pretending to be a legate or an agent of the Obsidian Order, for example). Failure of the Fast-Talk will usually mean the patrol wants to take a much closer look at the players' ship.

ground, a force as small as a few platoons or as large as a division will be used. It depends on the size of the ground force present. No matter how tight the battle might get, a Cardassian commander will have a reserve unit and not use it, preferring to retreat with them than force them into the fray. While the battle may have failed, the commander will still have living troops to bring home (and command at a future time if he isn't exiled for failure).

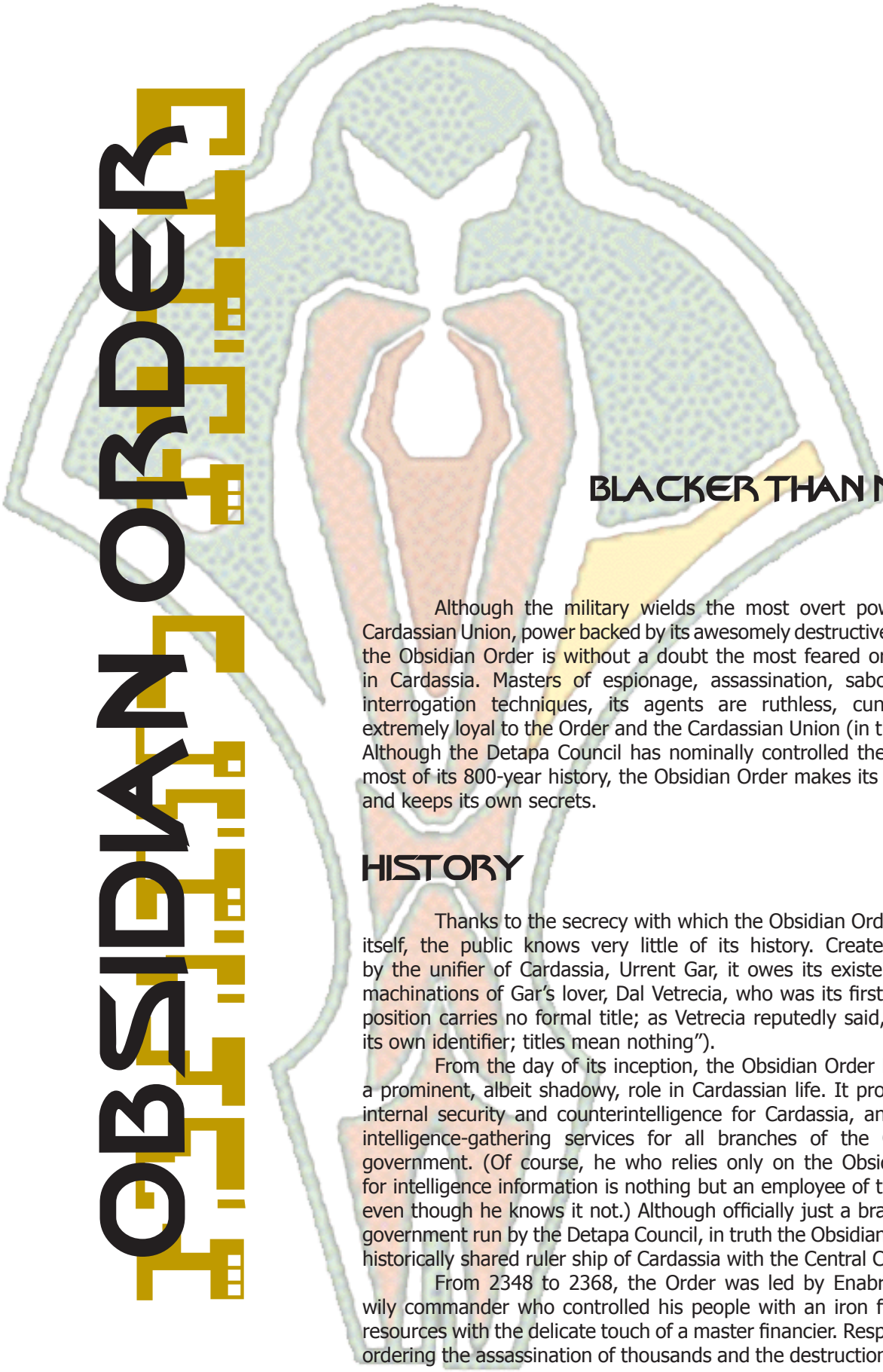
Another example of Cardassian defense thinking is that of the heavily defended strongpoint. This is either built around a space station or orbital defense platforms. They also employ heavily-defended ground stations with extensive transporter scrablers, sensors, and other fixed defensive posts. During the Dominion War the defensive features around Cardassia Prime cost the allies heavily in ships and personnel.

The Central Command in the Post-War Era

Defeated, decimated, and demoralized, the Cardassian military is a shadow of its once-proud self. Where it used to speak with a single voice, today it clamors with a cacophony of voices, each trying to out-shout the others. With no governing authority to provide it with direction and focus, the Central Command has splintered into individual units (from squad-sized to Order-sized), each following the commands of the leader it recognizes. Some use their military might to back one of the factions making a play for power on Cardassia (the Militarists, Gul Bernak, and Jagul Shamar attract more military men than the other factions). Others have returned to their traditional duties (as best they can) and await further word from Cardassia Prime once the political dust settles.



OBSIDIAN ORDER



BLACKER THAN NIGHT

Although the military wields the most overt power in the Cardassian Union, power backed by its awesomely destructive weapons, the Obsidian Order is without a doubt the most feared organization in Cardassia. Masters of espionage, assassination, sabotage, and interrogation techniques, its agents are ruthless, cunning, and extremely loyal to the Order and the Cardassian Union (in that order). Although the Detapa Council has nominally controlled the Order for most of its 800-year history, the Obsidian Order makes its own rules, and keeps its own secrets.

HISTORY

Thanks to the secrecy with which the Obsidian Order shrouds itself, the public knows very little of its history. Created in 1592 by the unifier of Cardassia, Urrent Gar, it owes its existence to the machinations of Gar's lover, Dal Vetrecia, who was its first head (the position carries no formal title; as Vetrecia reputedly said, "Power is its own identifier; titles mean nothing").

From the day of its inception, the Obsidian Order has played a prominent, albeit shadowy, role in Cardassian life. It provides both internal security and counterintelligence for Cardassia, and external intelligence-gathering services for all branches of the Cardassian government. (Of course, he who relies only on the Obsidian Order for intelligence information is nothing but an employee of the agency, even though he knows it not.) Although officially just a branch of the government run by the Detapa Council, in truth the Obsidian Order has historically shared ruler ship of Cardassia with the Central Command.

From 2348 to 2368, the Order was led by Enabran Tain, a wily commander who controlled his people with an iron fist and his resources with the delicate touch of a master financier. Responsible for ordering the assassination of thousands and the destruction of billions

of bars of latinum worth of enemy property, he was perhaps the canniest spy the Order ever trained. In the history of the Order, Tain was the only head of the organization to survive his time at the top and retire peacefully from office.

Sadly, Tain's attempt to return to glory in 2371 led to the Omarion Nebula disaster, which cost the Order virtually all of its ships and most of its brightest agents. The newly-empowered Detapa Council reformed it into the Cardassian Intelligence Bureau. That reform lasted until the Dominion-Cardassian alliance in 2373, when Gul Dukat restored the Order to its historic title and status. Today, in the wake of Cardassia's disastrous defeat in the War, the Order must decide whether to remain in the shadows, or to step forward and openly assume the Cardassian throne.

JOINING THE ORDER

As the Cardassian saying goes, "do not look for the Order, it looks for you." The Obsidian Order has always chosen its own recruits. After all, as the organization which keeps watch over trillions of Union citizens every day, the Obsidian Order knows better than anyone the capabilities of any particular Cardassian. Only Cardassians can join the Order; no affiliated or client species can become agents.

The Makings of an Agent

When evaluating a potential recruit, the prime qualities the Order looks for are ruthlessness, resourcefulness, and loyalty. Agents of the Order must be able to carry out their duties without hestitation, squeamishness, or moral qualms. Although the Order indoctrinates these qualities into its operatives to some extent, without at least some "raw talent" for them, a recruit is not likely to survive his training period.

Potential agents must possess creativity and cunning, for they deal with some of the most dangerous opponents in the galaxy. Because of this, the Order rarely finds suitable candidates among the ranks of the Central Command. Military officers often possess sufficient ruthlessness and loyalty, but the military does not encourage the initiative or creative thinking which make for a good intelligence operative.

Since the Order is virtually above the law in the Cardassian Union, it demands complete loyalty from its agents—loyalty to *itself,* first and foremost, and to Cardassia only secondarily. Agents suspected of wrongdoing (or, worse yet, betrayal or collaboration with an enemy) become targets for assassination. Alternately, the Order exiles rogue agents, placing them outside its protection and forcing them to leave Cardassian space. It doesn't even need to hire assassins to deal with most rogues; every good agent has more than his share of enemies willing to kill him for free.

Recruitment

The Obsidian Order watches carefully for new recruits throughout the Cardassian population. They have a special division that monitors all students of the various primary and advanced schools throughout the Union.

When the Order finds someone it believes has the qualities to make a good agent, it approaches the potential candidate covertly, testing him for suitability. Often these tests involve events orchestrated to determine if the candidate has conflicting loyalties, or easily succumbs to bribery or blackmail. If so, the candidate may not make a suitable agent.

If the candidate passes these tests, the Order approaches him and offers training and an opportunity to join. Few Cardassians refuse this offer, since everyone knows the power of the Obsidian Order. Furthermore, rumors abound of potential candidate who refused the Order, only to suffer a fatal "accident" shortly thereafter. No one has ever proved that the Order assassinates those who decline to work for it, but it is a common belief—and a true one.

Those who accept the offer to join the Order rarely show any outward sign of it. Most go on with their lives, perhaps taking an extended "vacation" or "sabbatical" from time to time, but otherwise blending in perfectly with the people around them. A few recruits simply disappear, faking their own deaths or vanishing without a trace, leaving their old lives behind to devote themselves entirely to their new life in the Obsidian Order.

Training

All new recruits attend the Obsidian Order's special training facility, the so-called "Black Academy." Only the highest-ranking members of the Order know the true location of the Academy. All that most members know for certain is that it's not on Cardassia Prime, but is within Cardassian space. It is located on a Class M planet with a dry, barren surface. Animals—some of them quite hostile—inhabit the vast deserts, but no native sentient life exists. The harsh terrain serves both as security and a resource for training exercises.

The Academy itself is a collection of low buildings that blends into the surrounding landscape. Inside, Obsidian Order recruits learn the skills of espionage, infiltration, assassination, and intelligence gathering. Most agents claim a Human wouldn't survive a week at the Black Academy; they're probably right. And survival is the name of the game. The penalty for failure at the Academy is death, or exile from the Order, which amounts to the same thing. Recruits are tested to their limits. Those who fail, die. Those who succeed go on to become full agents of the Order. An agent

of the Obsidian Order is a survivor who has endured a great deal to achieve his position.

The training is brutal, even by Cardassian standards. The photographic memory and other mental discipline drilled into the recruits from their childhood are vital at the Academy. Obsidian Order agents learn an extensive collection of skills, from espionage to unarmed combat to techniques of assassination, interrogation, and torture. The instructors at the Academy treat their subjects as respectable arts to be taught and learned with style and finesse. While the recruits learn the practical aspects of their skills, they also come to appreciate the beauty, if you will, in a well-conducted interrogation or assassination.

Agents of the Order return to the Academy from time to time for additional training. Since an agent who gets rusty usually ends up dead, the Order doesn't have to encourage agents to continue training.

ORGANIZATION

The Obsidian Order organizes itself into "branches," each specializing in a particular aspect of intelligence work. The Order usually assigns an agent to the branch most suited to his talents, though it tries to broaden agents' skills and experiences by rotating them through various branches during the course of their careers. The individual branches of the Order work well together for the most part, although some occasional infighting occurs over goals or resources.

Command Branch

The Command Branch oversees and coordinates the activities of all the other branches of the Obsidian Order. As the leadership of the Order, it sets policy, assigns missions, chooses priorities, and makes other command decisions. Only the most capable and ambitious agents earn one of the coveted appointments to Command positions.

Although individual branch administrators have a fair degree of freedom in conducting the affairs of their branch, the Command Branch requires regular updates, and brooks no defiance of its authority within the Order. But like so many other aspects of Cardassian life, the branch is rife with intrigue and political maneuvering, so administrators and agents may find themselves caught up in their superiors' maneuverings, which sometimes allows them to play one off against another and obtain an advantage for themselves.

Analysis

The Analysis Branch analyzes all collected intelligence data and prepares reports for Command and other branches, as needed. It's broken down into "bureaus," each devoted to a specific subject: the Federation Bureau, Klingon Bureau, Romulan Bureau, and so forth. The larger bureaus have sub-bureaus devoted to specific subjects, such as Vulcan or Romulan Naval Technology.

Analysis has access to a vast storehouse of information gathered by the Obsidian Order's agents over many years. The Obsidian Order saves everything—*everything*—which comes into its possession, and Analysis keeps track of this vast amount of data and objects. Its repositories include paper files, computer files, technologies, biological samples, and more, all kept in specially designed stasis chambers in a central archive on Cardassia Prime. The archive is catalogued and cross-referenced in the meticulous and efficient Cardassian style, allowing the Analysis Bureau to access any given item or piece of information immediately with its linked computer retrieval and transporter system (for physical items). Some less vital physical items are scanned by a Cardassian high-resolution replicator and their patterns stored in computer files, allowing the Order to re-create them at a later point.

Although Analysis has access to all the information of the Obsidian Order, its agents have a reputation as "bookish" and not suited for fieldwork. Many agents of the Analysis Branch are older and close to retirement, or assigned to the branch as punishment from a superior. These factors combine to give them a rather surly, curmudgeonly attitude. Requests for access to information are often subject to political runarounds and other games unless the requesting agent has enough authority or *vesala* to push the Analysis Branch around a bit.

The current head of the Analysis Branch is Gova Jusett, a formidable Cardassian woman with iron-gray hair and a disposition as sour as a Centauran lemon. Rumor has it she was romantically involved with Enabran Tain many years ago, but she never talks about her past. Her preservation of much of the Order's archives from the tender mercies of the Jem'Hadar will undoubtedly contribute to the Order's continued influence, and to the rebuilding of Cardassia, though it's also possible that copies of parts of the archives, kept in repositories elsewhere in the Union as a security measure, will fall into hands other than those of the Order.

Assassination

With their legendary abilities to reach any target and make assassinations look like accidents, the agents of the Assassination Branch are feared throughout the Alpha Quadrant. Suspected of killings ranging from Federation officials, to Romulan admirals, to the leaders of Klingon houses, they form an important, if secretive, arm of Cardassian policy.

Cardassian assassins learn a wide variety of killing

techniques. They generally prefer subtle methods of assassination, such as obscure poisons, genetically engineered viruses, and "equipment failures" (for example, the destruction of a shuttle or ship the target's riding in, or the well-timed rupture of an EPS conduit near him). Still, an agent can use direct methods, including a well-placed sniper shot from concealment or killing a victim with his bare hands, if circumstances warrant.

Although considered no more or less important than any other in the Order, the Assassination Bureau does carry a certain "romantic" quality in the minds of many Cardassians. Agents serving in this branch often advance more quickly than others. Of course, assassination missions are some of the most dangerous, so Assassination agents also suffer the largest number of casualties. Still, the branch is considered one of the "fast tracks" of the Obsidian Order, and most of the Order's prominent agents have served at least some time as assassins.

The current head of the Assassination Branch of the Obsidian Order is Nex Kosa, himself a skilled assassin known for operations against Federation and Romulan targets. Kosa supports Doret Tashom, but rumors swirl through Order headquarters that Kosa has his own political agenda. Due to Kosa's staunch conservativism, this may involve support for the Militarist, Gul Bernak, or Jagul Shamar factions, or perhaps some scheme to take over the Obsidian Legion.

Counterintelligence

The Counterintelligence Branch of the Obsidian Order protects the Order and the Cardassian Union against the intelligence operations of other interstellar powers. Its agents carry out their duties with extraordinary tenacity. For decades, Starfleet Intelligence has considered the Cardassian Union the most difficult interstellar power to conduct intelligence-gathering operations against.

When it roots out foreign spies and operatives, Counterintelligence often works with Interrogation to extract information from the captives, then reprograms them for use as double agents against their home government. At least one of these double agents was highly placed within Starfleet Intelligence for years before the Federation detected her. Her exposure forced Starfleet Intelligence to re-evaluate all the data it had gathered on Cardassia for two decades.

Much of Counterintelligence's success comes from the renowned patience of its agents. Rather than moving in to capture a potential spy immediately, Counterintelligence prefers to bide its time and "bait" him to uncover his confederates and collaborators. Counterintelligence agents are masters at constructing complex psychological games to feed him false information and allay any suspicions on his part. When it's ready, it releases a stream of false and misleading information designed to put stress on the enemy agent—fake messages from home, evidence of betrayal by superiors or loved ones, and so forth. Only when the target nears the breaking point do the operatives move in to capture him for interrogation and subversion.

The infiltration of changelings into Cardassian society (even into the ranks of the Obsidian Order itself) marred Counterintelligence's superb record. It was not as prepared as it should have been for the Founders' shapeshifting ability, which is precise enough to fool sophisticated scanning equipment. This allowed the Founders to lead the forces of the Obsidian Order and the Tal Shiar into a trap in the Omarion Nebula.

Since the Omarion Nebula disaster, the Counterintelligence Branch has become paranoid in the extreme, conducting blood screenings and using other techniques, including torture, to detect shapeshifting infiltrators. There remains some concern among the leadership of the Order that the Dominion has not entirely withdrawn from the Alpha Quadrant, and that changelings may still hide among the citizens of Cardassia, waiting for the right opportunity to strike.

The head of the Counterintelligence Branch is Circha Osmat, who earned his position when the previous head of the branch was executed following the Omarion Nebula incident. A slight man whose soft-spoken demeanor hides a core of considerable deviousness and paranoia, Osmat is loyal to Doret Tashom, and devoted to keeping the Order free from any future infiltrators.

Cryptography

The Order's Cryptography Branch handles the design, implementation, and breaking of various types of codes. They developed the recursive encryption algorithm used in most modern Cardassian codes, which has proven nearly impossible for foreign powers like the Federation to break. The renowned Cardassian memory, and a talent for mathematics, makes the agents of the Cryptography Branch some of the most efficient in the Alpha Quadrant. Agents of the Cryptography Branch are often thought of as "homebodies," more comfortable working in a lab with a computer than out in the field. This is sometimes the case, but most Cryptography agents have served in other branches of the Obsidian Order, so a wise person does not underestimate them.

Cryptography uses the most advanced

Cardassian computer systems to run their encryption and decryption algorithms. They also rely on the information gathered by the Infiltration and Interrogation Branches to provide them with valuable keys to unlocking different code sequences.

Once Cryptography breaks a code, the Obsidian Order often keeps that information to itself, so as not to alert the user of the code. This allows the Order to monitor and decode transmissions to enemy agents and track their activities with much greater accuracy. Cryptography works closely with Counterintelligence on such matters.

The Founders employed Cardassian cryptographers to develop and break codes for them during the Dominion War, giving the Cryptography Branch a somewhat undeserved reputation as Dominion collaborators. Through their cooperation, they gathered a considerable amount of information on Dominion codes and encryption protocols. Much of this data is worthless in the wake of the Dominion surrender (the Founders will no doubt change their encryption protocols), but it still provides valuable insight into the Dominion's espionage psychology.

Terbin Usa, an older Cardassian man with a bookish exterior and wispy gray hair, currently heads Cryptography. His placid appearance conceals a razor-sharp intellect and insightful mind. He lost most of his family during the Dominion War, including several grandsons. He wants to see Cardassia strong enough to never again bow before an alien oppressor. He doesn't care who rules Cardassia, as long as it remains powerful.

Infiltration

The Infiltration Branch performs short-term penetration and extraction missions (Undercover Branch conducts long-term infiltration of other societies and organizations). Infiltration specializes in swift, silent raids and precision strikes against carefully selected targets. Infiltration agents, trained in stealth, escape and evasion, security penetration, and commando-style tactics, carry out three major types of missions: reconnaissance; theft; and extraction of personnel.

Reconnaissance ("recon") missions consist of agents operating behind enemy lines, or outside of Cardassian space, to gather information by direct, long-range observation. The agents find out what they can about an area, individual, or organization, and report back to the Order. Recon missions are often conducted with the assistance of an undercover agent already in place, although the Order takes care not to compromise the identity of its undercover agents.

In a theft mission, an agent must acquire a particular item or datum for the Order. This includes alien artifacts, pieces of advanced technology, chemical compounds, genetic samples, and many different types of information. Agents learn how to overcome security measures intended to deter thieves; some are specially trained to bypass computer security lockouts to download sensitive data.

The Order often works with pirates and smugglers to move its agents and materials into and out of Cardassian space. With the help of a band of rogues, Infiltration may stage a raid or theft of other materials to cover up the disappearance of the Order's true target. For example, a band of pirates might attack a Federation merchant vessel and steal its cargo, also seizing the top-secret case of biogenic compounds on its way to a Federation research station. To all outward appearances, the attack was merely a "random incident" of interstellar piracy. Even if Starfleet tracks down the pirates, the Obsidian Order agents are long gone with the biogenic compounds.

Lastly, Infiltration also arranges the extraction of people the Obsidian Order wants, from double and deep-cover agents to individuals who have information of interest to the Order. The latter are abducted for interrogation, and possibly brainwashing. In some cases the Undercover Branch will substitute an undercover agent, surgically modified, for the abducted individual, either to cover his absence in the short term or to infiltrate some organization using his credentials.

Jora Kitrap, a Cardassian woman with considerable experience in infiltration and extraction operations, leads the Infiltration Branch. Quite young for a branch head, she only recently replaced her mentor, who was executed by the Dominion on suspicion of subversive activities. Her eagerness to use the resources of the Obsidian Order to help strengthen Cardassia and her headstrong nature have already led to a warning from Doret Tashom that he will not tolerate infiltration operations carried out without his authorization.

Internal Security

The Internal Security branch of the Obsidian Order is the best known, and most feared, arm of the organization in Cardassian space. Its mandate is to maintain the rule of law and order (along with the rule of the Central Command and the Order) in the Cardassian Union. Internal Security has historically wielded vast power on Cardassia. It works closely with the Ministry of the same name, but behind the scenes, using the Ministry as a public "arm."

Prior to the Omarion Nebula debacle, Internal Security held almost complete control over the Cardassian law enforcement through its control over the Ministry. The wishes of Internal Security could override those of any archon or Ministry officer at any time, and all legal authorities had to cooperate with (*i.e.,* obey) the Obsidian Order at all

times. Cardassians suspected of dissidence or treason simply disappeared into the interrogation chambers of the Order, never to be seen again. Political enemies of the established order were harassed and hounded by security and the legal authorities until they mended their ways or were driven to ruin. Not even high-ranking legates or members of the Detapa Council were beyond the reach of Internal Security, although the Obsidian Order needed more proof to bring down people in such influential positions.

The Omarion Nebula incident weakened the power of the Obsidian Order in the Cardassian Union. Political enemies of the Order, including the Central Command, exploited the opportunities the Order's weakness presented. Security forces operated with more and more detachment from Internal Security, and the Detapa Council became more defiant of the Order's influence. The alliance with the Dominion, which preferred to maintain order with Jem'Hadar troops, didn't help matters. Whether the new head of Internal Security, Doven Grissa, will try to restore Internal Security to its old role remains to be seen.

Interrogation

Few people can keep secrets from the Obsidian Order once it has them in one of its interrogation rooms. Agents of this branch are masters at using questioning, manipulation, and physical and psychological torture to pry information from unwilling subjects, and to bend their minds in whatever way the Obsidian Order wishes.

While the Romulan Tal Shiar prefers technological methods (such as mind probes) for interrogation, the limits of Cardassian neural technology require the Obsidian Order to employ more "traditional" interrogation techniques. Agents consider this an advantage rather than a shortcoming, and many Cardassian interrogators takes a perverse pride in the "art" of torture and manipulation, a skill they have honed for many years. A Cardassian interrogator can wax poetic about the many different ways of inflicting pain, or the pleasures of slowly breaking another person's will. In fact, they're quite fond of doing so in front of their victims.

In addition to extracting information, Cardassian interrogators employ their techniques as instruments of terror against enemies of the Cardassian Union. For example, political prisoners were often tortured to death during the Bajoran occupation, and Cardassians commonly made "examples" of those who defied them, to encourage fear in the local population. The mutilated face of the Bajoran terrorist Orta is only one of thousands of examples of their handiwork. The Cardassian mistreatment of political and wartime prisoners is legendary among the Bajorans and Starfleet officers who served during the first conflict between the Federation and Cardassia.

Like many branches of the Obsidian Order, the Interrogation Branch fell into disuse during the Dominion alliance. The Dominion preferred its own methods and personnel for interrogation of prisoners, so Cardassian interrogators went virtually unnoticed during the war. The branch's last head, Aroth Vortam, was killed by Jem'Hadar soldiers during their attempt to purge Cardassia, plunging the branch into a post-War internal power struggle. No other high-ranking member has been able to defeat his competitors and claim the leadership position.

Surveillance

Almost as feared as Internal Security, a branch it works closely with, Surveillance keeps watch over ever single man, woman, and child in the Cardassian Union. The information it collects has always formed one of the primary bases of the Order's political and social power.

Over the past several centuries or so, the Surveillance branch built increasingly elaborate systems for keeping a watchful eye on the Cardassian populace. It controls a vast information network which includes viewing and listening devices across Cardassia Prime and throughout the Union. Before the War, there were few places the all-seeing eyes of the Obsidian Order did not watch. Much of the Surveillance infrastructure was destroyed by the Dominion; many agents feel that rebuilding it should be one of the Order's chief goals.

Before the Dominion War, every Cardassian citizen was required to have a tooth extracted at the age of 10 and placed in the archives of the State Identification Bureau (which, while it masquerades as an ordinary government agency belonging to the Ministry of Internal Security, is really an arm of Surveillance). This gave the Order complete genetic samples for every member of Cardassian society. The Order could tune sensors and scanners to locate particular individuals with astounding accuracy, and used genetic scans as a security measure. Since the War ended, tooth collection has become spotty at best, but will no doubt resume if the Militarists or like-minded factions take control. The Surveillance archives also include vast amounts of data collected over the years, from recorded conversations to psychological profiles to forensic evidence.

Undercover

Obsidian Order Undercover branch agents are among the most dedicated of the dedicated. They undergo surgical alteration to make themselves look like members of other humanoid species, allowing them to infiltrate other societies and acquire information directly. The expert Cardassian surgeons can make agents appear as nearly any humanoid species, although a medical examination or genetic scan will still reveal their true species. Many Cardassian undercover agents operated for years without being detected on, among others, Bajor, Qo'noS, and several Federation core worlds (and in fact may still be operating).

In some cases, undercover agents go a step further, undergoing treatments to give them false memories suited to their "cover identity." This prevents the agent from being detected by casual neural or telepathic scans, but it also completely suppresses the agent's true memories and personality. These undercover agents are not even aware

they are Cardassians, much less agents of the Obsidian Order. The mental treatments, combined with the Cardassian photographic memory, ensures the agent will recall everything they experience while undercover. When he completes his mission, the Order extracts the agent and brings him to Cardassian space and restores his true appearance and memory.

Although the Obsidian Order claims it has never had an undercover agent defect, some undercover agents have gone missing. Since the Dominion War, the Obsidian Order has lost track of a number of undercover agents, particularly in the Bajor Sector and Federation space. The fate of these agents, and whether they have regained their true memories, is unknown.

Ranks

Agents in the Obsidian Order use the same rank structure as soldiers in the Central Command. Other than employing the same terminology, the two systems have no connection; an Obsidian Order gul cannot give orders to a Central Command dal just because he has a "higher" rank.

Field Teams

Many missions require more than the skills of agents assigned to just a single branch—they're team efforts, requiring operatives from many different areas of expertise. The Order refers to groups of agents assembled for a specific mission (usually a short-term one) as *field teams.*

The typical field team consists of three to five agents specially picked for a given task. The Order tries to include agents of different genders, levels of experience, ages, and backgrounds, to provide as many viewpoints on the problem as possible (a young agent might, for example, be aware of a relevant cultural trend which an older one would not; a woman is more effective at infiltrating some areas than a man). Field teams use a cellular structure; even when working on the same mission as other teams, a team doesn't know who's in any other field team; only the team leader (the highest-ranking agent on the team) knows the names of other team leaders and how to contact them.

RESOURCES

At its height, the Obsidian Order could call upon nearly the entire resources of the Cardassian Union. Following the War, the Order's resources are considerably more limited, but still formidable.

In addition to the unparalleled archives described above, some of those resources include:

Bases

The Obsidian Order has bases and facilities throughout Cardassian space, and some resources outside the Union as well. These bases range from the extensive archives maintained on Cardassia Prime to simple safe houses hidden on planets in the Federation, the Klingon Empire, and the Bajor Sector. The Order conceals most if its facilities as government offices, trading companies, or other innocuous structures. It keeps the location of its bases as secret as possible; even the Detapa Council and the Central Command know the locations of only a fraction of the Obsidian Order's facilities.

The Order also has several space stations located in isolated systems in Cardassian space. Most of these stations are small, used primarily for surveillance and as safe locations to conduct espionage-related research (including weapons development projects which the Order should not, by law, engage in). Most of these stations were kept out of Jem'Hadar hands during the War thanks to the veil of secrecy which hid them, and remain viable assets today.

Ships and Shipyards

Although legally banned from using military grade ships or weapons, for years the Order maintained a secret shipbuilding facility on Orias III. There the Order constructed a fleet of *Galor*- and *Keldon*-class ships with which to launch a surprise attack on the Founders' homeworld. Changeling infiltrators discovered the plot, and led the Alpha Quadrant forces into a trap. Thereafter the facility was occupied by the Central Command, and later the Jem'Hadar. Since the war's end, it has laid abandoned; who knows what secrets it may still hold—or whether the Obsidian Order may have decided to resume occupancy?

Treasures

The Obsidian Order possesses a considerable collection of Cardassian artifacts, some dating back to the First Hebitian civilization, along with latinum and other valuable materials. When necessary, it uses these to fund its activities. Although it does not, at present, have the government support it once did, the Obsidian Order has sufficient wealth to maintain itself for a very long time.

Political Influence

One of the Order's greatest resources has always been its political influence. Before the Omarion Nebula incident, the Order's power was challenged only by the Central Command. It existed entirely above the law, even the laws that supposedly governed it. The Order's influence guaranteed cooperation from the government and the wary respect of the Central Command in most matters.

Espionage Amidst the Rubble

Since the end of the Dominion War, the Order's political influence has had relatively little worth, since as yet there's no political system for it to wield power in. But that's not to say that *all* of its influence is gone. The Obsidian Order is nothing if not adept at playing Cardassian power-brokering games. Through the so-called Obsidian Legion, the Order plans to set itself up as the ruler of Cardassia—no more pretense of having to answer to some other governmental body! If necessary, it will cut a deal with another faction to become the "power behind the throne" or take a secondary place in the new government (whatever it may be). But with its intelligence-gathering skills, resources, archives of information on Cardassian citizens, and other assets, it wields considerable influence in post-War Cardassia and could easily ascend to the position of absolute power on its own if it plays its cards right.

In fact, in many ways, the Order is in the best position of all the factions. The nature of the struggle—political infighting and backstabbing—is one it's used to through long practice. Its forces and resources are more intact, and more unified, than those of the Central Command, and it has at least as much *vesala* as the military (if not more, given the fractured state of the forces). Its skills—surveillance, assassination, infiltration—give it the ability to wage a shadow war better than any other faction. The possibility of a new Cardassia ruled, openly or secretly, by the Obsidian Order is a very real one.

TECHNOLOGY

TOOLS OF THE STATE

Cardassian levels of technology are generally a few years behind that of the Federation. Devices such as tricorders, communicators, replicators, and transporters are used every day and function in the same way as those of other races.

The Cardassians are not usually considered to be a race at the forefront of scientific development, but Cardassian scientists are amongst the best in the Alpha Quadrant. The pace of scientific progress in the Cardassian Union is hampered by a lack of resources. Often Cardassian engineers have had to come up with clever solutions to problems that Federation or Romulan scientists could have solved easily using existing materials; a particular example is the spiral wave disruptor. Thus Cardassian scientists can be more adaptable because they are more used to thinking 'out of the box'.

While many technological advances have been made through painstaking experimentation, it is often quicker and easier for the Obsidian Order to steal technological data from other races. While some engineers work to utilize stolen technology in Cardassian systems, others struggle to produce innovative new devices. It is an ambition of the Central Command that Cardassia will one day produce a weapon that will give it a strategic advantage over its enemies.

The technology of surveillance and espionage is of considerable importance in a state where the Obsidian Order is the second most influential organization. The Order is dependent on technology to monitor the activities of both Cardassia's enemies and its populace.

Power Systems

Cardassians use many different methods of generating power. There is no standardized method of power generation on Cardassian

worlds and colonies. The availability of a particular fuel is a stronger consideration than any other consideration, including safety. Solar or geothermal generators are used when possible but some worlds have no alternative to use dangerous nuclear fission reactors.

All Cardassian spacecraft use matter/anti-matter reactors and fusion engines for propulsion. These operate at a lower frequency than Federation equivalents, giving Cardassian weapons and other energy emissions their characteristic yellow/orange color.

Cardassian devices draw power from power cells consisting of ampoules of isotolinium, a liquid that can retain large amounts of energy. These power cells store approximately 20% less charge than Federation sarium-krelide cells. Isotolinium will explode if released in a single burst, although there are few recorded instances of this.

Security

The Obsidian Order's looks over the shoulder of every Cardassian citizen and watches every movement of Cardassia's enemies. It cannot achieve this without sophisticated technologies. The most obvious of these is the Feed in every Cardassian's home, which surreptitiously monitors the occupants while supplying them with information. Information retrievable from the Data-net is strictly limited. Even tricorders and PADDs can be protected with explosive booby-traps.

To ensure the government of Cardassia is unhindered by its people, the populace is kept uninformed. The Feeds provide five channels of upbeat and extremely biased visual entertainment for Cardassian citizens. However, each Feed screen contains audio and visual monitoring devices. Each Feed unit contains sophisticated word and phrase recognition software because it is impossible to monitor each and every household in the Union. Obsidian Order operatives will directly monitor the Feeds of suspects' homes. Although it is not generally known that the Feeds are also surveillance devices, those who are aware of it do not adjust their sets. Tampering with the Feeds is a capital crime.

The Data-net provides communications and information to all Cardassian citizens, up to a point. The amount of information and the origin and destination of messages that are permitted depends upon the user's security clearance. An ordinary Cardassian cannot access anything other than State approved data, nor can she send or receive messages from outside the Union. The Data-net is monitored by software routines similar to those used in the Feeds.

The Obsidian Order's data security routines are every bit the equal of the Romulan Tal Shiar's. In fact, the Romulan spies who have seen the internal workings of the Obsidian Order have found them to be more paranoid about security than their Romulan counterparts. Codes are changed frequently and irregularly, all data access is monitored, and DNA scans are required for the most sensitive areas.

Although the Obsidian Order posses the most advanced security codes, the Central Command will not allow the order to install those routines because of the rivalry between the two organizations. Senior members of the Central Command fear that the Order would be able to access their deepest secrets through backdoors in the security programs. The inferior security codes and lax computer security protocols have resulted in the Central Command's and the military's data being relatively insecure.

Security Code Difficulties

Here are suggested levels of difficulty to bypass security encryption at various levels of Cardassian society.

Level	Difficulty
Civilian	Routine (5)
Professional	Moderate (7)
Governmental	Challenging (11)
Military	Challenging (11)
Obsidian Order	Nearly Impossible (17)

To bypass the security (or disarm anti-tamper devices) on PADDs or tricorders the difficulty should be one level less.

Personal Equipment

Most Cardassian personal devices are similar to their Federation equivalents, although they lack some of the functions of Federation equipment. These items run on isotolinium ampoule power cells that provide energy for a shorter period.

If you need a specific item of equipment that is not listed here, use information provided for similar devices in the "Technology" chapter of the ***Star Trek: Deep Space Nine RPG.*** Use the same basic abilities for the device, but reduce the Duration.

Personal Access Display Device (PADD)

The PADD is the primary tool for data handle and remote operation execution throughout he Cardassian Union by everyone from the head of the Obsidian Order to schoolchildren. It is used for updating databases, logistics and manifest management, writing correspondence and research. The Central Command, The Obsidian Order, the

military, scientists and professionals all rely on these portable computers to access and share data.

Cardassian PADDs have gas-field suspension screens, allowing limited holographic imaging. Two type-2 isolinear rods store the PADD's data, giving a memory capacity of 12.1 kiloquads.

Obsidian Order and military PADDs have built in encryption for both data storage and transmission. Civilian PADDs have no encryption, to allow easier monitoring of PADD transmissions by the Obsidian Order. The Obsidian Order has been known to rig PADDs containing classified data with explosives to prevent security breaches.

Size: 18 cm x 9.5 cm x 2.5 cm
Mass: 0.2 kg
Duration: 29.3 hours

Tricorder

The Cardassian tricorder is more limited than the Federation device. It has only eighty sensors compared to over three hundred in the Federation version. It is intended for use as either a battlefield or emergency scanner. There are also medical and engineering tricorders in addition to the standard model. Neither medical nor engineering tricorders have detachable sensors. Subspace and RF transmitters are not standard equipment in Cardassian tricorders but they can be added as necessary.

Medical tricorders have only a limited medical database. They are designed primarily as a scanner to assist battlefield medics. Their usefulness as an aid to pathology is strictly limited. Use on non-Cardassian subjects is not recommended, due to the lack of physiological data.

Cardassian engineers, frustrated at the lack of adaptability in engineering tricorders, often reconfigure them to suit their own needs. While there is a standard-issue engineering tricorder, no respectable engineer uses one. Engineers often regard tricorders as personal property because of the time and effort they have spent on them.

A tricorders with sensitive information in its memory may be equipped with a trilithium explosive as an anti-tamper precaution.

Range: 1,750 meters for long-range scans, 20 meters for short-range scans.
Size: 16 cm x 10 cm x 5 cm
Mass: 0.25 kg
Duration: 12 hours
Anti-tamper charge Damage: 6+1d6

Equipment Terminology

The equipment and weapons descriptions include the device's size and mass. Additional game statistics include:

Damage: The amount of damage a weapon inflicts.

Duration: How long a device will function before its power cell must be replaced. Weapons list 'Energy', which is the number of charges contained in its power cell. These charges are used up depending on the setting that the weapon is fired at. Unlike Federation devices, Cardassian devices cannot be recharged.

Range: A beam weapons limit for firing at point blank/short/medium/long ranges in meters. A sensor's range is the maximum distance at which it can detect and gather information on energy or objects.

Medical Kit

Cardassian medical kits are in reality field trauma kits. They assist field medics and starship medical officers to get wounded men back into combat as quickly as possible. A medical kit is equipped with a hypospray, auto suture, dermal regenerator, and neural stimulator. It includes drugs and medicines such as antitoxins, analgesics, and hyronalin but does not include more complex medicines. Also included are additional power cells for the medical instruments.

The instruments in A Cardassian kit perform the same functions as those in a Federation one. For further details, refer to the ***Star Trek: Deep Space Nine RPG*** rulebook, pages 232-233.

Size: 25 cm x 25 cm x 8 cm
Mass: 1.5 kg

Personal Communicators

The Cardassian military have communicators that attach to the left wrist of their uniforms. Enlisted men have only radio transceivers, while officers' communicators have subspace and radio transceivers and universal translators.

Cardassian military communicators are designed to enable transporters to readily lock onto their signal, for rapid

transportation of troops. However, this makes it easier for an enemy to detect Cardassian troop positions.

Communicator range is 600km through intervening terrain. Subspace communicator range is approximately 50,000 km, allowing officers to communicate with ships in orbit.

The Obsidian Order often uses sub-dermal communicators on covert missions. These incorporate subspace transceivers and a small universal translator database that is programmed with mission specific languages.

Size: 6 cm x 4 cm x 1.5 cm
Mass: 0.02 kg
UT Library: 141 languages
Duration: 800 hours

Phasers

The standard issue weapon of the Cardassian military and Obsidian Order is the phaser (an acronym for PHASed Energy Rectification). A phaser fires a beam of rapid nadions at its target. A variety of effects can be produced depending upon the energy of the beam.

Cardassian phasers used isotolinium power cells that discharge through super-conducting crystals. Upon triggering the phaser, an initial low-powered multi-stranded beam is fired which focuses the full-power beam that follows within one-thousandth of a second.

For simplicity, Cardassian phasers have only two settings, stun and lethal. With only two settings, Cardassian phasers are less useful as tools. However it is a straightforward task to modify the beam emitter to be fully adjustable. Cardassian soldiers are known to increase the energy levels of the lethal setting.

Phaser pistols and rifles are both used by the Cardassian military. The rifle has a larger power cell, an extended beam accelerator, and a sight module that incorporates passive and active EM sensors.

Phasers set on overload will explode within 30 seconds, doing 1 point of damage for every charge remaining, to everything within a 3m radius, with a 10 points-per-meter drop-off.

Cardassian phasers can fire on the following settings:

Standard: The default setting. This inflicts damage and consumes charges as indicated on the damage chart.

Pulse: A phaser pulse inflicts more damage but consumes more energy. When firing in pulse mode add +1 point of damage to the roll, but expend an additional two charges.

Continuous Beam: This mode consumes more energy (two extra charges) to emit a continuous bean that the firer can track onto the target. When employed, characters add one die to their Energy Weapon (Phaser) tests that they make to hit the target.

Phasers issued to troop contingents assigned to crowd control or population pacification can also be set onto wide beam stun.

Wide Beam: The width of a phaser's beam can be increased. The phaser's maximum range is ten meters, but the beam spreads to eight meters wide at its furthest point. A Cardassian phaser on wide beam can only be set on stun and uses nine charges.

Phaser Damage

Setting	Damage	Charge
1 Stun	(6+4d6)	3
2 Lethal	30+9d6	40

Notes: Stun will stun a human or Cardassian for one hour and a Klingon for five minutes. On a setting 'lethal', the phaser will vaporize any substance. Energy rebound prior to vaporization is common when used at this setting. For further settings for phasers that have been modified, use the Phaser Damage table on page 239 of the ***Star Trek: Deep Space Nine RPG*** rulebook.

Isotolinium Ampoule Overload

An isotolinium ampoule that releases all of its charge in a single burst will explode with enough destructive force to vaporize four cubic meters of tritanium.

A power cell will not explode if dropped, knocked or even crushed. It requires an energy blast or explosion to set it off. If a device with an isotolinium ampoule power cell is hit, roll 1d6. On a 1-2 the power cell will explode doing 16+4d6 damage within 2m, dropping off at 10 points per meter.

Phaser Pistol
Settings: 1-2
Range: 5/20/50/100
Size: 23 cm long, 0.5 L in volume
Mass: 0.5 kg
Energy: 800 charges

Phaser Rifle
Settings: 1-2
Range: 5/40/80/150
Size: 50 cm long, 1.5 L in volume
Mass: 1.1 kg
Energy: 1,250 charges

Melee Weapons

Cardassians troops do not generally use melee weapons either in combat or as part of ceremonial uniforms. There are several tools issued to infantrymen that double as weapons when required.

Sharuul

The *sharuul* is a short curved cutting tool. The serrated blade curves back towards the handle making it ideal for downward cutting motions. The blade is one-sided and this makes it difficult to use as a weapon.

Size: 15 cm handle with a 12 cm blade
Mass: 0.2 kg
Accuracy: 9
Block: +1
Damage: 2+2d6

Sharuul-ka

The *sharuul-ka* is a double-edged blade used for clearing forest or jungle. Soldiers preparing to engage Klingons often arm themselves with a *sharuul-ka* for close combat.

Size: 75 cm
Mass: 2.5 kg
Accuracy: 7
Block: +2
Damage: 5+2d6

Espionage Equipment

In the never-ending shadow war of espionage, the Obsidian Order relies on advances in technology to give it the upper hand over its opponents. The Order has its own scientists and engineers who work to improve the technology that it uses to spy on Cardassia's enemies.

The sharing of technology between the Obsidian Order and the Central Command is very limited. The Order refuses to allow the military access to its advanced devices for 'security reasons', and while the Central Command is equally reticent, the Order can usually uncover any military secrets it needs to know.

Cranial Implants ('Wire')

This is one of the Obsidian Order's most closely guarded secrets; an implant designed to make the user virtually immune to torture.

The device is surgically implanted into the post central gyrus area of the brain. When activated, by a mental command from the user, it releases endorphins, which stimulate the brain's pleasure centers. This can drastically reduce pain, thereby making the user highly resistant to torture.

A character using the device receives the skill of Behavior Modification (Resistance) 4(5) and the High Pain Threshold advantage for the purpose of resisting torture.

It is possible to use the implant to resist the pain caused by wounds. However, prolonged use of the device can cause addiction.

If a character is forced to use the device frequently, the narrator should have him make a Moderate Presence test, modified by Willpower. Failure means the character will gain the Addiction (-2) disadvantage. If the character succeeds but continues to use the implant frequently, the test should increase in difficulty.

No information is available about cranial implants in the Cardassian Data-net, but even an inquiry will result in the rapid dispatch of Obsidian Order agents to investigate.

Isotolinium Explosives

Charged Isotolinium liquid is not the most powerful explosive available to Cardassians, but it has one significant advantage - it is used in Cardassian power cells. This makes concealment frighteningly easy and it is also possible for a skilled agent to convert a Cardassian PADD or tricorder into an explosive device.

An Obsidian Order agent, disguised as a merchant, could arrive at a starport and pass through any security scanner carrying several PADDs and transport to any part of the planet without setting off alarms. He would then proceed to his target and remove the power cells from his PADDs, connect them together and add a detonator.

The Obsidian Order have been working on modifying PADDs and tricorders to include detonators, but the devices contain too small an amount of explosive to be useful.

The standard detonator for an isotolinium device is a micro-plasma detonator with both timing and remote activators to give field agents flexibility. A device made from four power cells does 30+4d6 damage, in a 4m radius, with a 5 points/m drop-off.

Voiceprint Mimicking Unit

This device is capable of recording and imitating a person's voice accurately enough to fool voiceprint identification scanners. First the voice required needs to be recorded. The mimicking unit is capable of filtering out background noise to achieve the required clarity. The unit can then be programmed to playback any words or phrases that are required.

Most races use verbal codes as well as voiceprint identification for higher levels of secu-

rity, so that the mimicking unit alone is often not enough. A detailed analysis of the unit's playback in comparison to the original voice will reveal differences in the voice modulation patterns.

Size: 12 cm x 9 cm x 2 cm
Mass: 0.1 kg
Duration: 30 hours

Field Saturation Device

The field saturation device is used to fool a wide range of security scanners. It radiates a harmonic resonance field and emits ionizing particles into the surrounding area. These are sufficient to neutralize all but the most sophisticated of scanners. The resonance field has a 10m radius and the ionizing particles will fill 100 cubic meters, making the device fully functional in areas up to the size of small cargo bays. The ionizing particles will disperse after about ten minutes although this can be considerably quicker if the device is used outdoors.

Usage: The device will reduce the Difficulty level for evading security scanners by two levels. If used after the device's supply of ionizing particles has been exhausted, the device can still reduce the Difficulty by one level, at the Narrator's discretion.

Size: 15 cm x 4 cm x 4 cm
Mass: 0.05 kg
Duration: 8 hrs
Uses: Contains 4 vials of ionizing particles.

Cosmetic Surgery

Intelligence agents often have their appearance altered to appear to be members of another race. Obsidian Order surgeons are capable of reproducing the appearance of another individual exactly so an Order agent may have immediate access to that individual's work and secrets.

While the surgery does include modification of the vocal cords to alter the voice, it cannot match the victim's voiceprint, so voiceprint mimicking units are often required. It also cannot change the color of blood, DNA, or internal organs. A surgically altered agent cannot replicate behavior or skills, making long-term replacement difficult.

Rather than replace a specific person, surgical alteration can be combined with deep mental conditioning to create a deep cover agent.

To surgically alter a Cardassian to appear to be an exact duplicate of an individual from another race requires a Difficult Medical Science (Cosmetic Surgery) test. To simply change the appearance of a Cardassian to that of another race is a Challenging Medical Science (Cosmetic Surgery) test.

Deep Mental Conditioning

An Obsidian Order agent who undergoes deep mental conditioning has her own memory and personality suppressed and false memories implanted. This provides her with an unbreachable cover identity. She will never give herself away by forgetting details of her cover story. If she is absolutely convinced that her cover persona is her real identity, then she should never be discovered as a spy, even by telepathy or under torture. It is not known whether a mind-meld would uncover a conditioned agent.

Memories are suppressed using drugs and neural treatment. False memories are implanted with post-hypnotic suggestion and neural induction during sleep. The agent also undergoes cosmetic surgery.

While the agent is in place, her subconscious mind can process information in relation her mission. The agent's own identity can take control during periods of sleep and wake herself. In this way it is possible for her to pass vital information onto her superiors.

Some agents are conditioned to replace specific individuals. In order that they maintain their cover, the individual's behavior and mannerisms must also be studied and included in the conditioning.

It is usually necessary for the Order to extract conditioned agents because they are usually incapable of breaking through the conditioning for long enough to return. After an agent has been extracted, she undergoes intensive deprogramming and debriefing. Her original memories will begin to return with a few days with the assistance of drugs.

On occasion, conditioning breaks down while the agent is in the field, causing her a great deal of confusion. The conditioning can also take a more permanent hold, especially over a protracted period. This makes deprogramming particularly difficult.

To program a willing subject requires several weeks, the correct equipment and drugs, and a Challenging Behavior Modification (Brainwashing) test. To deprogram a subject with the correct equipment takes several days and is only a Moderate test. To deprogram an agent without the correct equipment can be a protracted process often needing a counselor as well as a doctor. It will require a Difficult extended Medical Science (General Medicine) or (subject's species) test as well as an extended Nearly Impossible Medical Science (Psychology) test.

STARSHIP TECHNOLOGIES

Most systems aboard Cardassian vessels are similar to those of other Alpha Quadrant powers. Cardassian tech-

nology is approximately five to seven years behind its Federation equivalent. Many Cardassian engineers find that reverse engineering other races' technologies is often more efficient than developing the same systems by themselves. However, by the time these technologies are employed, they are often outdated.

Significant differences in Cardassian starship design are the weaponry and embedded warp nacelles. Other differences include spacecraft construction, shields and navigational deflectors. These are primarily caused by lack of resources.

Cardassian starships are more robustly designed than their Starfleet equivalents. The spaceframe is simpler and more compact, requiring less power for structural integrity fields. The materials used to construct different ships of the same class can vary considerably, depending on the availability of raw materials.

The bridge on a Cardassian starship is similar to the bridge on any Klingon, Federation or Romulan vessel. There is a central Gul's chair and primary control stations are at the front of the bridge. Only the Gul has a seat, all other stations are manned standing.

Matter-antimatter reactors power Cardassian vessels and impulse engines provide sub-light propulsion. All Cardassian ships use embedded warp nacelles. These reduce the efficiency of the warp field but allow a smaller deflector-shield radius, making the shields comparatively more efficient.

The primary weapon on a Cardassian warship is the spiral-wave disruptor. The poor availability of large LiCu crystal of sufficient purity forced the Cardassians to use disruptors rather than phasers as their main starship weapon. To maintain beam-coherence, the emitters include a magnetic constriction coil that forces the disruptor beam to spin, this acts in a similar fashion to the rifling in old-fashioned projectile weaponry. With true Cardassian efficiency, redundant disruptor emitters are used as the primary component in navigational deflectors.

Spiral-wave disruptors are a less powerful than disruptor wave cannons. These use a compression oscillator in the pre-fire chamber that imparts a transverse component to the disruptor beam. However baryon particles emitted by the warp nacelles of warships cause rapid depolarization of the beam. For this reason, disruptor wave cannons are only mounted on the stern of warships. This has lead to a common joke amongst Klingons that Cardassians only need weapons on the rear of their ships because they are always running away.

Most Cardassian ships do not have torpedo tubes. The Union can only manufacture 54,000 photon torpedoes per annum and they are generally assigned to stations and orbital weapons platforms. This can leave Cardassian ships a significant disadvantage if an enemy chooses to stand off and attack with missile weaponry.

Cardassians are prepared to incorporate other races' technologies directly into their ships. The Obsidian Order equipped their vessels with Romulan cloaking devices in order to attack the Founders' home world. Dominion shipbuilding techniques helped speed up production of Cardassian warships, but Dominion technology proved difficult to adapt for use on Cardassian vessels. Plans were made to incorporate the Breen energy-damping weapon onto *Galor*- and *Keldon*-class ships but the war ended before this could begin.

Developing Technologies

The resources devoted by Cardassia to research and development of new sciences and technologies pales in comparison to the Federation or Romulan Empire. However, the projects under development are not insignificant.

The emphasis of the research is entirely military. The benefits these developments create takes years to filter through to the Cardassian populace. Some of these projects represent the potential for Cardassia to gain a significant advantage over its enemies, so the research is a tightly kept secret. Often only those at the highest levels of the Central Command know of such research.

Negative Matter Torpedoes

Negative matter has an identical spin and charge to normal matter. A torpedo using the principal of negative matter annihilation, whereby negative matter causes normal matter to silently disappear on contact, would be more powerful than a quantum torpedo.

A photon torpedo causes damage through the explosive annihilation of the matter and anti-matter in its payload. A negative matter torpedo must deliver the negative matter in its payload into direct contact with the target, since the mutual annihilation of negative matter and matter is non-explosive. Particle annihilation rarely exceeds 85% in a photon torpedo detonation, while in laboratory tests of negative matter torpedoes particle annihilation exceeds 92%. Since a negative matter torpedo does not need to carry matter as part if its payload, the yield is more than double that of a photon torpedo.

There are two obstacles to the deployment of this weapon, synthesis of sufficient quantities of negative matter and the containment of it. Any starship armed with negative matter torpedoes would have to devote significant resources and volume as payload for them. Unlike photon and quantum torpedoes, which use the anti-matter from a ship's warp drive, negative matter must be stored on board. Until these requirements can be reduced, the weapon remains impractical.

Negative Matter Torpedo Launcher (Standard rules)

Range: 15/300,000/1,500,000/3,500,000
Spread: 5
Accuracy: 4/5/7/10
Damage: 30
Power [5 per spread plus 40 per round for containment]

Negative Matter Torpedo (Spacedock rules)

Damage 600
High yield: Yes
Atmosphere: No
Torpedo storage: .5 SU per 5 torpedoes
Negative matter storage and containment: .5 SU per 5 torpedoes, 2 Power per round per torpedo.

K-Layer Subspace Concealment

A starship equipped with warp symmetry generators could penetrate a deep subspace domain. Initially starships would only be able use this for concealment. A ship would enter the deep domain and could proceed, undetected, at impulse speeds until it reached its target, where it would emerge.

Scientists have already succeeded in projecting small objects into a k-layer subspace domain and recovering them. A prototype of a large warp symmetry generator is close to completion. The *Galor*-class starship *Philad* is to be equipped with them for a large-scale test.

Other potential uses for the k-layer include biogenic weapon delivery and subspace transmission concealment. There are also indications that ships in the k-layer may be able to achieve transwarp velocities.

Project Soldier

Some Dominion technology became available to Cardassian scientists when Cardassia joined the Dominion. Some of this was made freely available by the Dominion and some was stolen and studied by Cardassians. In particular, the Cardassians acquired a significant amount of data about the genetic engineering of the Jem'hadar.

The Ministry of Science deemed that it would be too long and involved a process to build a Cardassian supersoldier from the DNA up. Instead volunteers from the Third Battalion of the First Order underwent genetic re-sequencing. The aim was to create a Cardassian stronger, faster

Episode seed: The *Philad* Experiment

The PC's ship receives a distress call from the *Philad.* They go to assist and find the ship trapped half in, half out of subspace. The transporters must be modified before an away team can beam aboard. The away team must deal with secretive scientists and paranoid security officers before they can help.

Meanwhile the Central Command has sent a warship to assist the *Philad*, with orders to protect the secret by destroying *any* ships that get close, Cardassian or Federation.

For further complications, strange things may begin to happen aboard the *Philad*. The full nature of k-layer subspace is not known. The crew may be affected physically or mentally, the ship may begin to shift in time or perhaps be attacked by creatures native to subspace.

Enhanced Soldier Template

Attributes
Fitness 3 [6]
    Strength +1
    Vitality +1
Co-ordination 3 [6]
    Reaction +1
    Dexterity +1
Intellect 3 [5]
    Perception +1
Presence 2 [5]
    Willpower +1
Psi 0 [5]

Typical Advantages/Disadvantages

Eidetic Memory +3
High Pain Threshold +2
Toughness +2
Compulsion (attack non-Cardassians) -5
Medical Problem (can be poisoned by cobalt deselenide) -1
Medical Problem (fatal cellular degeneration) -6
Species Enemy (Bajorans) -4

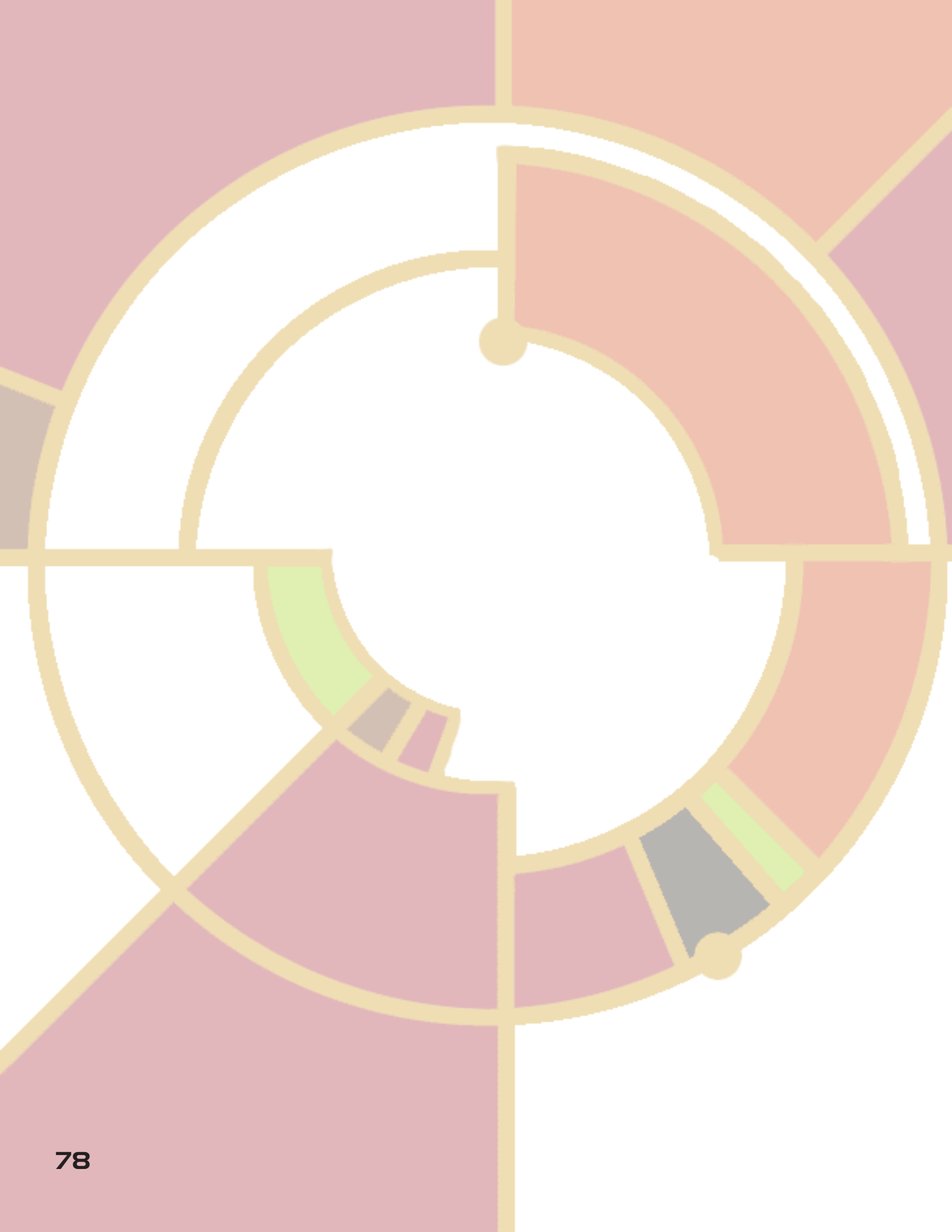
Cardassian soldier, who required less sleep and whose loyalty could be guaranteed.

Initial attempts failed and were immediately fatal to the test subject. As a result, the level of genetic manipulation was reduced. The second batch of subjects did not die during the process, however rapid cellular degeneration set in after only a few hours. One volunteer went berserk after seeing several of his fellow subjects die. He smashed the laboratory and killed three scientists before security officers shot him down.

The third generation of soldiers has proved to be more stable. Cellular degeneration has been delayed. The expected lifespan of an enhanced soldier is now six to eight weeks. It proved impossible to genetically engineer loyalty in the soldiers, so they have been treated with the same psychotropic drugs used in Project Guardian. The result is a stronger, tougher and faster Cardassian soldier with a paranoid hatred of non-Cardassians, who must be kept in stasis until required for combat.

Impermeable Deflector Shields

The use of subspace fields that provide total energy isolation is being studied. All energy encountering such a shield would be refracted with zero EM transfer. Such a shield would be impervious to all outside forces. It is possible to use impulse engines while the shield is active but a subspace field cannot be established within the shield, making warp drive impossible. Power consumption may prove to be prohibitive, and there is no process for weapons fire or sensors to exit the shield as yet.



STARSHIPS

CHARIOTS OF MIGHT

Building a starship is a monumental task that consumes tremendous energy and resources. Which is why Cardassia struggles to maintain a large fleet.

After Cardassia gained warp capability, it used its starships to conquer less technologically advanced races. It was not until the war with the Klingons in 2286 that the Central Command fully realized the difficulty of waging a protracted interstellar war against a foe with equally powerful starships. While Cardassia struggled to repair and replace its ships, the Klingons seemed to have had an endless supply. Although more shipyards were built, many of them operated below capacity. Even during the Federation-Cardassian conflict, the Central Command could not capitalize on its early gains because of a lack of front-line starships.

All of that changed when Cardassia joined the Dominion. Vorta engineers provided advanced manufacturing techniques while components and refined ores were brought from the Gamma Quadrant. Cardassia's shipyards doubled their output almost overnight. Classes of ships that had hitherto been produced in small numbers were now in mass production. Most Cardassian ships lacked torpedo launchers until the Dominion provided them. Older ships were repaired and refitted. In six months Cardassia's fleets had doubled in size. Her warships now made Cardassia a power to be feared.

VESSELS OF THE CARDASSIAN FLEET

The *Galor*-class Battle Cruiser is the backbone of the Cardassian fleet. More than half of the fleet is made up of *Galor*-class vessels and they are the ships produced in the largest number by Cardassia's shipyards. Other classes are less numerous because resource and

component availability prohibited construction.

The most powerful ship that Cardassia can field is the *Kagor*-class battleship. These massive vessels form the backbone of any battlegroup, directing fleet movements and strategic operations. Warships are smaller than battleships but are still designed with the same purpose in mind.

The Central Command favors cruisers as the optimal vessels for their fleet. Their size allows them to carry considerable firepower, yet they can still perform flexible roles. Some classes serve specific purposes, such as the *Tiamar*-class assault cruiser, but most undertake a variety of tasks, from border defense to exploration.

Construction of frigates and destroyers was increased ten-fold during the build-up to the Dominion war. The smaller size of these vessels allowed them to be built at a faster rate than the larger cruisers. Guls and Jaguls previously preferred to use cruisers and warships when firepower was called for and destroyers when speed and maneuverability were required. Frigates tended to be relegated to escort duties or were often left to support occupying troops on conquered worlds.

Fast attack ships are smaller and faster than destroyers are. They are intended for rapid response missions and perimeter defense. These ships sacrifice weaponry for speed and agility.

Escorts and scouts are underused by the Cardassians. The Central Command generally uses heavier classes of ships for escort duties. Fast attack ships often perform scouting missions. The Obsidian Order maintains its own class of scout vessel, the *Namuul*.

While *Galor*-class ships are used to explore deep space, laboratory ships and surveyors conduct research within the borders of the Union.

Auxiliary vessels such as freighters, tankers and couriers are often poorly maintained. They are usually last to receive parts, repairs and upgrades. The *Veras*-class armed courier tends to be an exception to this, as it is used to transport important personnel and sensitive intelligence information.

Vessel Naming Conventions

The Central Command does not use a prefix (such as U.S.S.) before starship names. Vessels are simply referred to by name. However a prefix can be used to identify which order the vessel belongs to. For example, the *Tup'lev,* a ship in the Second Order, is more correctly known as the *Second-Tup'lev.* This naming is used only during large-scale operations involving ships from more than one order.

Cardassian Shipyards

The major starship construction facilities of the Cardassian Union are:

Altenek Nor: All *Keldon*-class warships are built here. *Galor*, *Dakar* and *Aberax*-class vessels are also built here.

Kregak II: This shipyard was located in what became the Demilitarized Zone between the Federation and the Cardassians. In 2370 it was decomissioned under the Cardassian/Federation treaty and abandoned. The Maquis finished the job by destroying it in 2371.

Monak IV: *Galor* and *Kalen*-class battle cruisers, *Durgor*-class warships and *Vidren*-class frigates were constructed here before the shipyards were destroyed by the Klingons in 2375.

Omekla III: Several classes of Cardassia's largest warships are produced here, including the Kagor-class battleship.

Orias: The Obsidian Order built it's *Namuul*-class scouts here. It also secretly constructed improved *Keldon*-class ships in order to attack the Founders' home world. The fate of the Orias yards remains a mystery. The Cardassian Intelligence Bureau may control them or they may be a stronghold of loyal Obsidian Order agents. Whether they can still produce warships is unknown.

Tivak: Hundreds of smaller vessels, such as *Hideki*-class fighters and *Guran*-class fast attack ships, were constructed here until the Cardassian resistance destroyed them with sabotage.

Torros III: The Dominion built a shipyard here in 2373. The Federation attacked and destroyed it later in the same year.

Sulenn Tok: The largest shipyard in the Union. It orbits Cardassia Va. See page 102 for more information.

Bok Vala-Class Shuttle

Class and Type: Bok Vala-class shuttle
Commissioning Date: 2352

Hull Characteristics
- Size: 2 (20 meters long, 1 deck)
- Resistance: 2
- Structural Points: 40

Operations Characteristics
- Crew/Passengers/Evacuation: 3/20/0 [3 pwr/round]
- Computers: 1 [1 pwr/round]
- Transporters: 1 personnel [1 pwr/round]
- Tractor Beams: 1 av [2/rating used]

Propulsion and Power Characteristics
- Warp System: 2.0/3.0/6.0 (7 hours) [2/warp factor]
- Impulse System: 0.50c/0.75c [5/7 pwr/round]
- Power: 120

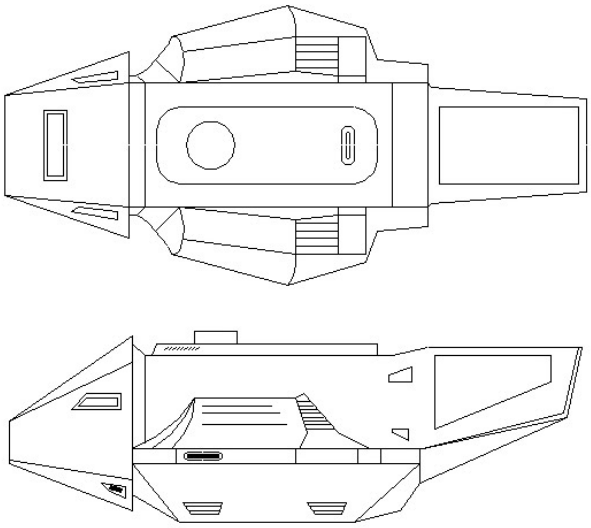
Sensor Systems
- Long-range Sensors: +0/12 light-years [6 pwr/round]
- Lateral Sensors: +1/1 light-year [4 pwr/round]
- Navigational Sensors: +0 [5 pwr/round]
- Sensor Skill: 2

Weapons Systems
- Spiral Wave Disruptors
  - Range: 10/30,000/100,000/300,000
  - Arc: All (720 degrees)
  - Accuracy: 4/5/7/10
  - Damage: 16
  - Power: [16]
- Microtorpedo Launcher
  - Number: 100
  - Launchers: 1 fv
  - Spread: 1
  - Arc: forward but are self-guided
  - Range: 1/100/500/2000
  - Accuracy: 4/5/7/10
  - Damage: 5
  - Power: [1]
- Weapons Skill: 3

Defensive Systems
- Deflector Shields
- Protection: 31/40
- Power: [31]

Description and Notes:

Fleet data: These shuttlecraft are use as both transport for troops and to provide air cover. They can carry 20 men along with all their equipment. The shuttle is well armed for a ship of its size and more than capable of matching a *Danube*-class runabout in combat.



Bok Vala-Class Shuttle

Chintalka-Class Destroyer

Class and Type: Chintalka-class destroyer
Commissioning Date: 2315

Hull Characteristics
- Size: 5 (200 meters long, 6 decks)
- Resistance: 3
- Structural Points: 100

Operations Characteristics
- Crew/Passengers/Evacuation: 100/20/500 [4 pwr/round]
- Computers: 2 [2 pwr/round]
- Transporters: 2 personnel, 2 cargo, 2 emergency transporters [3 pwr/round]
- Tractor Beams: 1 av [2/rating used]

Propulsion and Power Characteristics
- Warp System: 4.9/6.9/8.1 (6 hours) [2/warp factor]
- Impulse System: 0.50c/0.70c [5/7 pwr/round]
- Power: 130

Sensor Systems
- Long-range Sensors: +0/12 light-years [6 pwr/round]
- Lateral Sensors: +0/1 light-year [4 pwr/round]
- Navigational Sensors: +0 [5 pwr/round]
- Sensor Skill: 3

Weapons Systems
- Spiral Wave Disruptors
  - Range: 10/30,000/100,000/300,000
  - Arc: All (720 degrees)
  - Accuracy: 4/5/7/10
  - Damage: 12
  - Power: [12]
- Disruptor Wave Cannon

Range: 10/30,000/100,000/300,000
Arc: Aft (360 degrees)
Accuracy: 4/5/7/10
Damage: 18
Power: [18]
Weapons Skill: 3

Defensive Systems

Deflector Shields
Protection: 40/47
Power: [40]

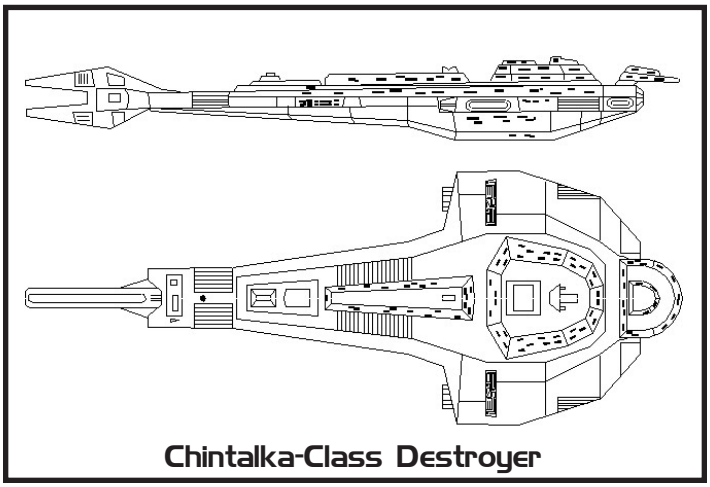
Description and Notes:

Fleet data: The *Chintalka*-class destroyer is an older vessel, now ending its useful service history. It is the forerunner to the modern *Galor*-class ships in many respects. These vessels were used as escorts, explorers, border patrol craft, scouts, and general utility craft.

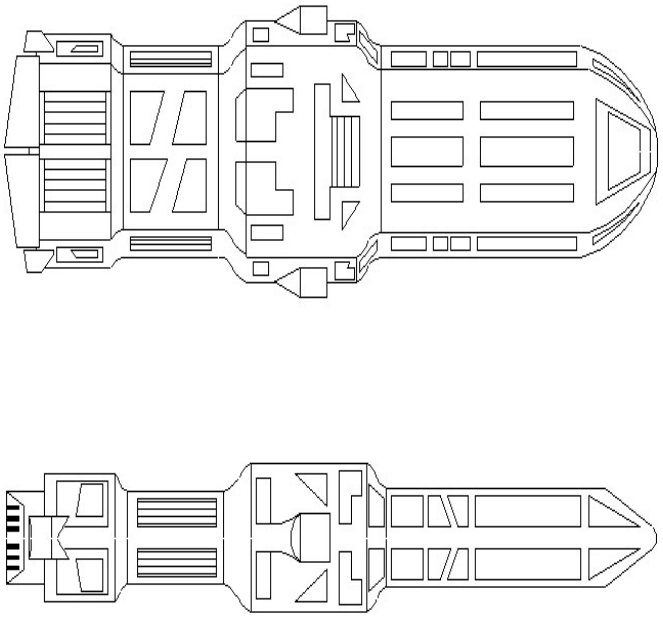
They have moderate weaponry, although their shields and warp speeds are limited. Smaller hull sizes and crews made them quick and cheap to construct. The main section of the hull housed all crew quarters and control sections, with impulse engines at the rear. The trailing column supported the warp engines and fuel tanks. A small cargo hold and shuttlebay were located at the front of the craft, though only 2 small utility shuttles were carried.

By the 2360's, *Chintalka*-class ships were being replaced by *Galor*-class cruisers and those remaining were transferred to reserve fleets. After the initial battles of the Dominion War, many *Chintalka*-class ships were restored to front-line units to replace battle losses.

Noteworthy vessels/service records/encounters: *Chintalka*, prototype; *Styk'Rakan*, part of the battle group that launched a pre-emptive strike on Setlik III (2347); *Chin'ych*, defeated the USS Stargazer but failed to destroy her (2351); *Baladu*, valiantly defended Aschelan V against Klingon attackers (2371). Also in service: *Aravash, Terk'ganon.*



Chintalka-Class Destroyer



Dreadnought-Class Self-Guided Missile

Dreadnought Class Self-Guided Tactical Missile

Class and Type: Dreadnought Class Self-Guided Tactical Missile
Commissioning date: 2370

Hull Characteristics

Size: 3 (32m long, 1 deck)
Resistance: 4
Structural Points: 60

Operations Characteristics

Crew/Passengers/Evac: 0/2/0 [1 power/round]
Computers: 1 [1 power/round]
Transporters: none
Tractor Beams: none

Propulsion and Power Characteristics

Warp System 4.0/6.0/9.0 (48hrs) [2 power/warp factor]
Impulse System: .75c/.9c [7/9 power/round]
Power: 250

Sensor Systems

Long-range sensors: +0/16 light-years [6 power/round]
Lateral Sensors: +2/1 light-year [4 power/round]
Navigational Sensors: +0 [5 power/round]
Holo-emitters [20 power/round]
Sensor Skill: see text

Weapons Systems

Warhead
Damage: 20,000
Location: Nose

Thoron Shock Emitter
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy 5/6/8/11
Damage: 18
Power: [18]
Plasma Wave Emitter Array
Damage: 20 at 1 MU range, drop-off of
50 per MU [20 power]
Range: 1,200,000
Firing Arc: 720 degrees area effect
Type I Quantum Torpedoes
Number: 10
Launchers: 1 f
Spread: 2
Arc: forward, but are self-guided
Range: 15/300,0000/
1,000,000/3,500,000
Accuracy 5/6/8/11
Damage: 30
Power: [5]
Weapons Skill: See text
Defensive Systems
Deflector Shields
Protection: 100/133
Power: [100]
Self-Aware Computer
Attributes:
Intellect 3
Logic +1
Skills:
Computer (own systems) 3(4)
Starship Tactics (Cardassian) 2(3)
Shipboard Systems (Flight Control), (Mission Ops), (Sensors),
(Tactical) 1(4)
Space sciences (Astronavigation) 1(3)
World Knowledge (target world) 1(2)
Advantages:
Multi-tasking (+2)

Description and Notes:

Fleet data: The *Dreadnought* is an experimental weapon. It carries a warhead with 1000 kg of anti-matter and a similar amount of matter, giving it enough destructive force to destroy a small moon. To enable the warhead to reach its target, the *Dreadnought* is equipped with advanced stealth and defensive capabilities, all controlled by a self-aware computer.

To remain undetected the *Dreadnought* makes random course changes while it travels and emits a randomized EM field to mask its warp trail. Even if this trail can be picked up, it is likely to be a false reading, as the *Dreadnought* can project a holo-image of its self up to 10,000 km away. The *Dreadnought's* standard speed is warp 4, but it will increase its speed to warp 9 once it has been detected.

To detect the *Dreadnought* in flight requires a Difficult Shipboard Systems (Sensors) roll. Spotting the genuine article after locating the holo-image requires a further Difficult test.

The *Dreadnought's* defensive capabilities are impressive. It is capable of scanning an attacking vessel to determine a weapon's frequency and adjusting it's own shields to that frequency, doubling the shield's Threshold (or doubling the shield's Protection when using the standard rules). This requires a Challenging Shipboard

Cardassian Vessels

Battleships
Kagor-class Battleship
Gul'at-class Battleship (proposed)

Warships
Durgor-class Light Warship
Gural-class Warship
Keldon-class Heavy Warship
Kurgat-class Heavy Warship
Thalon-class Warship

Cruisers
Bel'shan-class Cruiser
Dhaval-class Incursion Cruiser
Durnat-class Assault Cruiser
Galor-class Battle Cruiser
Kalen-class Battle Cruiser
Kurnor-Class Incursion Cruiser
Pro'met-class Cruiser
Tiamar-class Assault Cruiser
Sholec-class Assault Cruiser
Valkar-class Light Battle Cruiser

Frigates
Dorneg-class Frigate
Kheras-class Light Frigate
Ragar-class Incursion Frigate
Thalkar-class Heavy Frigate
Vidren-class Strike Frigate

Destroyers and Fast Attack Ships
Aberax-class Destroyer
Berak-class Perimeter Defense Ship
Chintalka-class Destroyer
Dakar-class Heavy Destroyer
Guran-class Fast Attack Ship
Hideki-class Fighter
Rath'at-class Fast Attack Ship

Escorts and Scouts
Emred-class Armed Scout
Mithras-class Destroyer Escort
Namuul-Class Scout
Nuras-class Heavy Scout
Sugren-class Heavy Escort
Sulor-class Escort
Thurak-class Scout

Specialised and Auxiliary vessels
Sho'vash-class Medical Ship
Voreska-class Research Ship
Salgar-class Military Freighter
Gorvall-class Orbital Troop Transport
Bok Vala-class Military Shuttle
Tharbalt-class Warp Shuttle
Veras-class Armed Courier

Systems (Sensors) test, but include the TA/T/TS bonus. It is also capable of sending a feedback pulse through any tractor beam or energy beam that is affecting it. To prevent boarding, the *Dreadnought* initiates a DNA scan of anyone beaming aboard and can shut down life-support to neutralize intruders. It is capable of discharging lethal electrical charges form its circuitry to prevent tampering.

If the *Dreadnought* is attacked, it will respond with all necessary force. The computer possesses the most sophisticated tactical subroutines in ever written and its weapons are among the most advanced ever built by the Cardassian Union. The Thoron shock emitter is its standard defensive weapon but its plasma wave emitter is particularly useful against large numbers of small targets. If the *Dreadnought* is forced to stop and fight it will use its quantum torpedoes as a weapon of last resort.

While much of the *Dreadnought's* construction involves new and experimental techniques, the Cardassians used existing technology where they could. This included old kinetic detonators that have a tendency to malfunction (roll two dice when a Dreadnought detonates, on a double one it will malfunction).

Noteworthy vessels/service records/encounters: Only twelve *Dreadnought* missiles were ever constructed. The first missile was launched against a Maquis base on Alpha 441 in the Badlands. The missile failed to reach its target and was lost in the Badlands. The Central Command deemed the missile to be an expensive failure and further production was cancelled. The remaining stock of missiles was used in the opening weeks of the Dominion War to devastating effect against Federation starbases and ground forces.

Gorvall-class Orbital Troop Transport

Class and Type: Gorvall-class Orbital Troop Transport
Commissioning Date: 2325

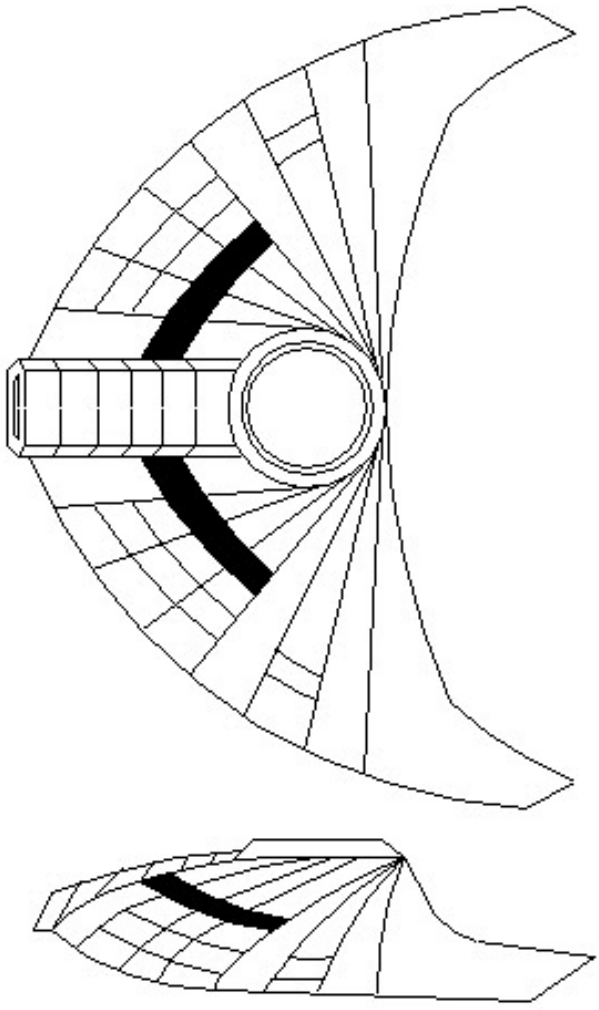
Hull Characteristics
- Size: 3 (30 meters long, 2 decks)
- Resistance: 2
- Structural Points: 60

Operations Characteristics
- Crew/Passengers/Evacuation: 6/30/120 [4 pwr/round]
- Computers: 1 [1 pwr/round]
- Transporters: 1 personnel [1 pwr/round]
- Tractor Beams: 1 av [2/rating used]

Propulsion and Power Characteristics
- Warp System: None
- Impulse System: 0.75c/0.95c [7/9 pwr/round]
- Power: 128

Sensor Systems
- Long-range Sensors: None
- Lateral Sensors: +1/1 light-year [4 pwr/round]
- Navigational Sensors: +0 [5 pwr/round]
- Sensor Skill: 3

Weapons Systems
- Spiral Wave Disruptors
  - Range: 10/30,000/100,000/300,000
  - Arc: All (720 degrees)
  - Accuracy: 4/5/7/10
  - Damage: 10
  - Power: [10]
- Disruptor Wave Cannon
  - Range: 10/30,000/100,000/300,000
  - Arc: Aft (360 degrees)
  - Accuracy: 4/5/7/10
  - Damage: 12
  - Power: [12]
- Plasma Bombs
  - Number: 18
  - Launchers: 1 fv
  - Spread: 4
  - Arc: Fwd (self-guided)
  - Range: 1/30/1000/30000
  - Accuracy: 5/6/8/11
  - Damage: 10
  - Power: [3]
- Weapons Skill: 3



Gorvall-Class Orbital Troop Transport

Defensive Systems
Deflector Shields
Protection: 36/45
Power: [36]

Description and Notes:

Fleet data: The *Gorvall*-class ships are troop transports, used to ferry ground troops from larger ships in orbit. Each transport can carry up to 30 troops, their light artillery and an APC. They are quite basic craft, with no warp drive or long-range sensors. They operate well in planetary atmospheres and are designed to land in rough terrain. They are relatively well armed and each craft carries a number of self-guided plasma bombs, used to clear the target area before landing. These are crude weapons by modern standards but do their job effectively.

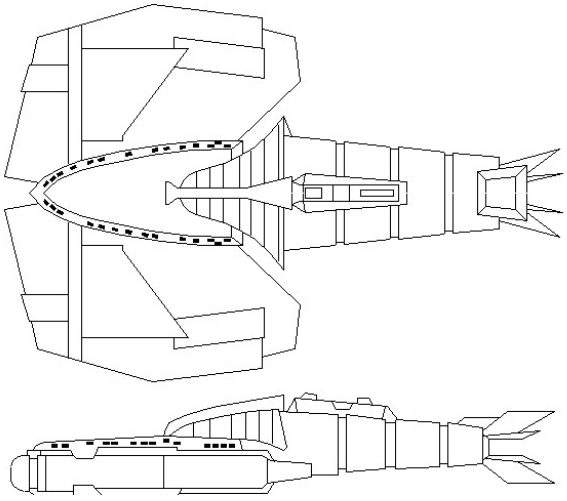
Star Fleet referred to these craft as 'Boomerangs' during the Federation-Cardassian conflicts, due to their basic shape and continuous trips to and from orbital ships. At least one is usually carried onboard *Galor* class ships & other larger warships.

Noteworthy vessels/service records/encounters: *Gorvall*, prototype; *Shar'gat* briefly landed troops on Vulcan before being destroyed (2375).

Mithras-Class Escort

Class and Type: Mithras-class Escort Destroyer
Commissioning Date: 2365

Hull Characteristics
Size: 4 (147 meters long, 4 decks)
Resistance: 3
Structural Points: 80
Operations Characteristics
Crew/Passengers/Evacuation: 20/2/100 [4 pwr/round]
Computers: 2 [2 pwr/round]
Transporters: 1 personnel, 1 cargo [1 pwr/round]
Tractor Beams: 1 av [2/rating used]
Propulsion and Power Characteristics
Warp System: 6.0/8.9/9.1 (11 hours) [2/warp factor]
Impulse System: 0.70c/0.90c [7/9 pwr/round]
Power: 165
Sensor Systems
Long-range Sensors: +1/15 light-years [6 pwr/round]
Lateral Sensors: +1/1 light-year [4 pwr/round]
Navigational Sensors: +1 [5 pwr/round]
Sensor Skill: 4
Weapons Systems
Spiral Wave Disruptors
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 16
Power: [16]
Disruptor Wave Cannon
Range: 10/30,000/100,000/300,000
Arc: Aft (360 degrees)
Accuracy: 4/5/7/10
Damage: 20
Power: [20]
Photon Torpedo Launchers
Number: 100
Launchers: 1 fwd
Spread: 6
Arc: forward, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power:[5]
Weapons Skill: 4
Defensive Systems
Deflector Shields
Protection: 50/66
Power: [50]



Mithras-Class Escort

Description and Notes:

Fleet data: The *Mithras*-class was designed as a direct response to the Klingon *B'rel*-class ships which conducted repeated raids and were agile enough to elude pursuit. As well as proving effective against Klingon attacks, the *Mithras* demonstrated itself to be a flexible and capable ship as a scout, an escort or on raids and patrols.

The *Mithras* has equivalent weaponry but a better

field of fire. They are the smallest Cardassian vessel to mount photon torpedoes. They are faster at impulse speeds than the B'rel and have quicker acceleration. The *B'rel* can outrun the *Mithras* at warp speeds and has slightly better shields.

Noteworthy Vessels/service records/encounters: *Mithras*, prototype; *Na'tal*, encountered the Crystalline Entity (2367), participated in attack on Klingon prototype vessel (2369), destroyed four Maquis raiders in the Badlands (2372).

NAMUUL-Class Scoutship

Class and Type: Namuul-class scout
Commissioning Date: 2372

Hull Characteristics
- Size: 3 (86 meters long, 2 decks)
- Resistance: 3
- Structural Points: 60

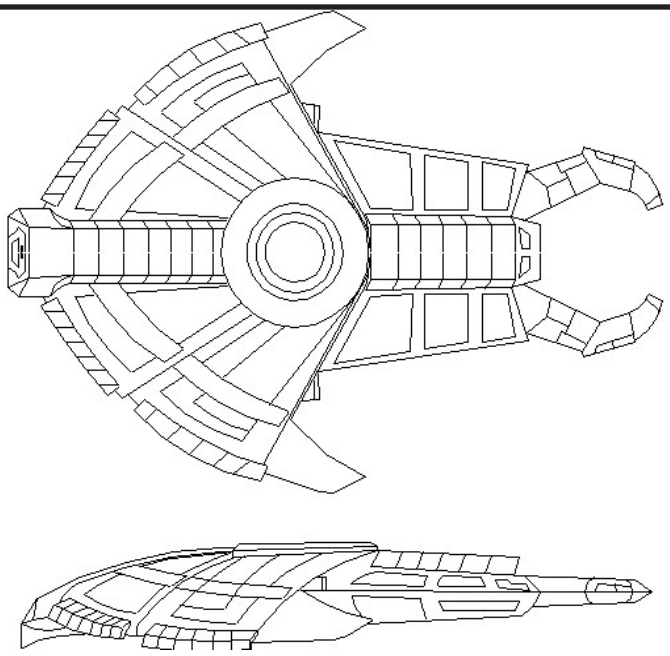
Operations Characteristics
- Crew/Passengers/Evacuation: 3/9/30 [2 pwr/round]
- Computers: 2 [2 pwr/round]
- Transporters: 1 personnel, 1 emergency transporter [1 pwr/round]
- Tractor Beams: 1 av [2/rating used]

Propulsion and Power Characteristics
- Warp System: 7.0/9.2/9.9 (12 hours) [2/warp factor]
- Impulse System: 0.60c/0.80c [6/8 pwr/round]
- Power: 165

Sensor Systems
- Long-range Sensors: +3/17 light-years [6 pwr/round]
- Lateral Sensors: +3/1 light-year [4 pwr/round]
- Navigational Sensors: +2[5 pwr/round]
- Sensor Skill: 5

Weapons Systems
- Spiral wave disruptor
  - Range: 10/30,000/100,000/300,000
  - Arc: All (720 degrees)
  - Accuracy: 4/5/7/10
  - Damage: 12
  - Power: [12]
- Disruptor wave cannon
  - Range: 10/30,000/100,000/300,000
  - Arc: Aft (360 degrees)
  - Accuracy: 4/5/7/10
  - Damage: 16
  - Power: [16]
- Weapons Skill: 3

Defensive Systems
- Deflector Shields
- Protection: 51/71
- Power: [51]



NAMUUL-Class Scoutship

Description and Notes:

Fleet data: The *Namuul*-class 'scout', is a modified *Hideki*-class patrol boat used by Obsidian Order agents for special operations. These ships act as monitoring vessels near borders, infiltration craft for agents on missions and couriers for senior member of the Order.

Outwardly it resembles a normal *Hideki*-class ship, but all major systems have been upgraded, making it slightly faster, more powerful and better armed. Shields have also been improved. Most of these upgrades occupy the original crew quarters and facilities, so it is very cramped inside, with only basic life support. The internal layout gives additional space to sensor analysis stations and communication recording equipment, and at least one crewmember will always man this position. It carries a variety of stealth probes to gather information at long range. The class VIII probes can also be used to deliver an agent to the surface of a planet, although the re-entry and landing are uncomfortable. It is quite common for these craft to use stolen technology, including stolen cloaking devices (salvaged from Klingon Birds of Prey) and energy-absorbing hull coatings to reduce the sensor echo produced (see ***Raiders, Renegades, and Rogues***, page 88). All *Namuul*-class ships can operate in planetary atmospheres and are capable of landing on the surface.

Noteworthy vessels/service records/encounters: *Namuul*, prototype; *Tag'fhur*, transported saboteurs to

Betazed to disable planetary defense systems (2373); *Bok Dal* personal transport of Doret Tashom, current head of the Obsidian Order; *Freh'rel*, crippled the Excelsior-class *USS Lincoln* after being discovered on a communications monitoring mission (2374).

Tiamar-class Assault Cruiser

Class and Type: Tiamar-class Assault Cruiser
Commissioning Date: 2364

Hull Characteristics
- Size: 6 (372 meters long, 14 decks)
- Resistance: 3
- Structural Points: 120

Operations Characteristics
- Crew/Passengers/Evacuation: 560/2,000/8,200 [8 pwr/round]
- Computers: 2 [2 pwr/round]
- Transporters: 6 personnel, 4 cargo, 4 emergency transporters [7 pwr/round]
- Tractor Beams: 1 av [2/rating used]

Propulsion and Power Characteristics
- Warp System: 4.0/7.4/9.6 (9 hours) [2/warp factor]
- Impulse System: 0.50c/0.70c [5/7 pwr/round]
- Power: 225

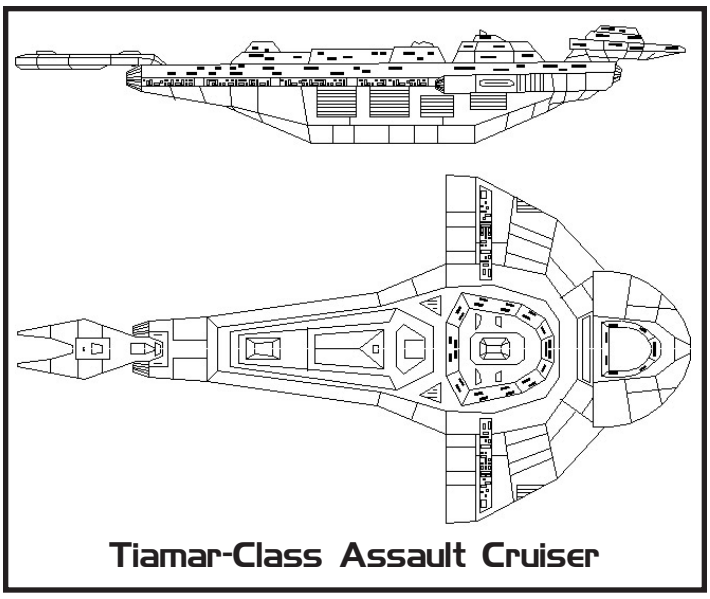
Sensor Systems
- Long-range Sensors: +2/12 light-years [6 pwr/round]
- Lateral Sensors: +2/1 light-year [4 pwr/round]
- Navigational Sensors: +2 [5 pwr/round]
- Sensor Skill: 3

Weapons Systems
- Spiral Wave Disruptors
  - Range: 10/30,000/100,000/300,000
  - Arc: All (720 degrees)
  - Accuracy: 4/5/7/10
  - Damage: 18
  - Power: [18]
- Disruptor Wave Cannon
  - Range: 10/30,000/100,000/300,000
  - Arc: Aft (360 degrees)
  - Accuracy: 4/5/7/10
  - Damage: 22
  - Power: [22]
- Weapons Skill: 4

Defensive Systems
- Deflector Shields
- Protection: 75/108
- Power: [75]

Description and Notes:

Fleet data: The *Tiamar*-Class Assault Cruiser is designed for planetary assault. When modern defenses such as transport inhibitors and deflector shields make transporting troops impossible, a *Tiamar*-class ship is capable of landing its troops the old fashioned way. It carries 30 *Gorvall*-class transports, 60 *Bok Vala*-class shuttles which are sufficient craft to transport



Tiamar-Class Assault Cruiser

all of its two thousand troops and it carries ten *Hideki*-class fighters to provide air cover for them. While it is not as well armed as it's close cousin, the *Galor*, it can still defend itself.

Noteworthy vessels/service records/encounters: *Tiamar*, prototype; *Kaldel*, the first ship to land troops on Betazed (2374); *Gazal*, participated in the retaking of Chin'toka, later destroyed fighting the Dominion (2375). Also in service: *Karanal*, *Ratibb*.

SPACE STATIONS

The Cardassian term for a large space station is *Nor*. This is often incorporated into a station's name.

The Cardassians do not have nearly as many stations as the Federation has starbases, but those it does have are still impressive structures. The graceful yet functional appearance of Cardassian stations makes them easily identifiable. With true Cardassian efficiency, the same station exterior design can be contain a number of different internal configurations for a variety of purposes.

Cardassian Station Types

Strategic stations are the most common type of Cardassian station. They are positioned along all of Cardassia's borders. Those along the Federation border were abandoned or relocated after the Peace Treaty of 2370 but were re-established prior to the Dominion War. Strategic stations often used for command and administrative functions, rather than dedicated command stations.

Scientific space stations are devoted to the study of interstellar phenomena and scientific research. Dangerous scientific projects can be carried out aboard science stations away from a planet and its population. Cardassian science stations are often used as cover for military purposes such as weapons storage or espionage.

Supply bases are used to supply starships and other

stations. Cardassian supply bases are heavily armed and well defended. Starfleet paid a high price in ships and crew to destroy these bases during the Dominion War.

Service stations such as trading stations are few and far between. However a few independent traders have set up shop in abandoned Cardassian stations.

Deep space stations are used by the Central Command to establish Cardassia's presence beyond its borders. Some are monitoring stations used to spy on Cardassia's enemies. Others are used simply to mark Cardassian sovereignty over a particular planet or system.

Ore processing stations feed the resource hungry Cardassian military machine. These are built in orbit of a conquered planet and refine minerals from the ore that is strip-mined from the planet's surface.

Orbital weapon platforms are not strictly space stations. They are small, unmanned structures with only weapons and defensive systems. These were deployed during the Dominion War in the defense of Chin'toka, Cardassia Prime and other important worlds.

The Cardassians employ a variety of other space stations, including prisons, hospitals and museums.

ORE PROCESSING STATION

Type: Ore Processing
Commissioning Date: varies

Hull Characteristics
Size/Structure: 4/Hybrid planar-columnar triradial structure with 36 levels in inner core
Resistance: 6
Structural Points: 300

Personnel Characteristics
Crew/Inhabitants/Capacity: 200/500/25,000 [9 pwr/round]
Entertainment: 5 [15 pwr/round]

Systems Characteristics
Computers: 3 [3 pwr/round]
Transporters: 25 personnel [12 pwr/round]
Tractor Beams: 6, one at top and bottom of each weapon tower, maximum strength 8 [2/rating used]
Power: 470

Sensor Systems
Long-range Sensors: +0/15 light-years [6 pwr/round]
Lateral Sensors: +0/1 light-year [4 pwr/round]
Sensor Skill: 3

Weapons Systems
Disruptor Wave Cannon
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 18
Power: [18]
Weapons Skill: 4

Defensive Systems
Deflector Shields
Protection: 60/90
Power: [60]

Description and Notes:

Station Data: These large ore-processing stations are intended for long-term, high-yield mineral extraction, such as the systematic strip mining of a planet. Local labor is often used for manual processing.

The station has a vertical central core which houses the operations center, the fusion reactors and other vital systems. The inner ring is the Habitat Ring, which has spartan quarters for laborers and larger quarters for Cardassian officers and crew. The weapons towers protrude above and below the Habitat Ring. The Docking Ring is the outer ring. All cargo is stored in the docking ring. The six large docking pylons can receive ships as large as Kagor-class Battleships. The ore processing machinery is in the base of each pylon.

Once these stations reach the end of their working life, they are abandoned or destroyed. They are considered too large to relocate.

Notable stations: *Terok Nor*, used to strip mine Bajor (2351-2369); abandoned and claimed by the Bajorans, administered by Starfleet (2369-2373), discovered the Bajoran Wormhole (2369): fought off Klingon attack (2372); recaptured by the Cardassians and the Dominion (2373), retaken by Starfleet (2374). *Empok Nor*, abandoned and guarded by soldiers from Project: Guardian (2372), the site of a Ferengi/Dominion hostage negotiation (2374). *Attok Nor*, *Gamok Nor* and *Kamok Nor;* part of the Sulenn Tok shipyards over Cardassia Va.

Other stations: Stations using the same external structure are rare but they can serve many purposes e.g. science, hospitals or prisons.

REPAIR STATION

Type: Supply
Commissioning Date: varies

Hull Characteristics
Size/Structure: 6/Mushroom with docking arms
Resistance: 8
Structural Points: 600
Docks: 42 small craft docking bays (up to size 3)
18 docks for ships up to size 4
6 docks for ships up to size 8

Personnel Characteristics

Crew/Inhabitants/Capacity: 400/12,000/20,000
[8 pwr/round]
Entertainment: 9 [27 pwr/round]

Systems Characteristics

Computers: 3 [3 pwr/round]
Transporters: 36 personnel [18 pwr/round]
Tractor Beams: 6, one at top and bottom of each docking arm, maximum strength 10 [2/rating used]
Power: 450

Sensor Systems

Long-range Sensors: +1/16 light-years [6 pwr/round]
Lateral Sensors: +1/1 light-year [4 pwr/round]
Sensor Skill: 4

Weapons Systems

Disruptor Wave Cannon
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 5/6/8/11
Damage: 22
Power: [22]
Weapons Skill: 4

Defensive Systems

Deflector Shields
Protection: 80/100
Power: [80]

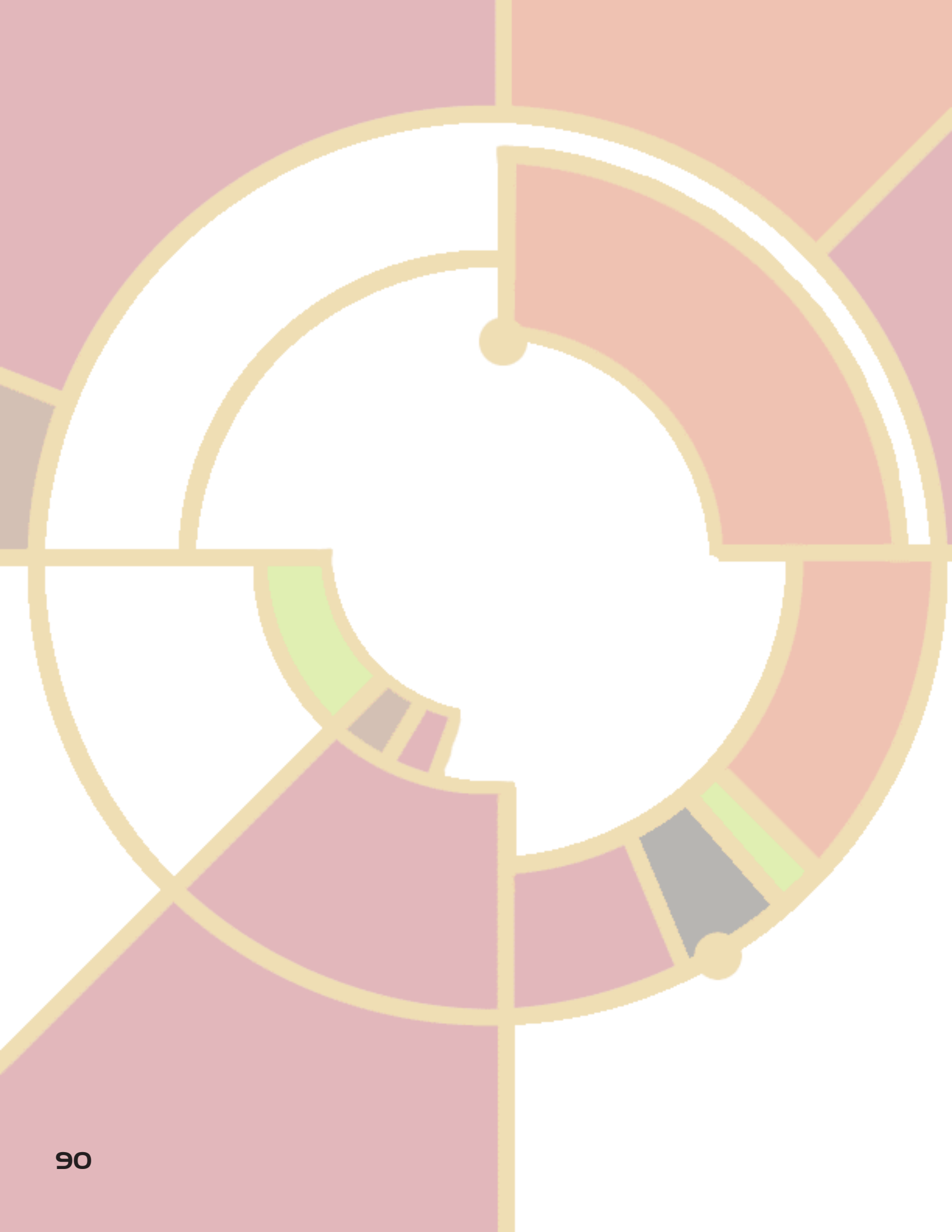
Description and Notes:

Station Data: These stations are intended for repair and upgrading of the Cardassian fleet. While they do not posses the same facilities as a shipyard they have excellent engineering workshops and carry a large quantity of spare components. In times of war, these stations can support up to twelve thousand engineers. This significantly reduces repair times, although assigning the engineers can be a logistical nightmare.

These stations are mushroom-shaped with six docking arms extending from the body of the station ad curving underneath like the tentacles of a giant octopus. There are small shuttle bays and docks for smaller ships on the outside of the arms. Larger docks are on the ends of the arms, well within the protection of the station's shield bubble. Larger bays are located in the top of the mushroom.

Notable stations: *Kelvas* Repair Station. This facility was used by the Dominion to install the Breen energy-dampening weapon in its attack ships (2375).

Other stations: Four of these stations are located in orbit around Cardassia Prime.



CARDASSIA PRIME: A DYING WORLD

The first thing that strikes you upon arriving on the Cardassian homeworld is the heat. The sun's light, diffused by the heavy atmosphere, is reradiated off the rocks and buildings to create the feeling of being in a furnace. When you take your first breath to ward off the shock of the heat, the cloying humidity in the air nearly chokes you. Most non-natives spend the first few minutes after their arrival coughing until their lungs adjust. The general effect is somewhat similar to living in a sauna, all the time. Even worse is the thick atmosphere ensures that the heat is trapped at night, so there is no relief.

Cardassians, of course, love it.

Although once a lush, hot and humid jungle planet, Cardassia Prime is, through a combination of orbital shifts, climatic changes and bad resource management, now largely a barren and uninhabitable wasteland. In spite of this, it is the home of the people and of the Union, and the proud Cardassian populace would never consider leaving it. Instead, they have hammered and shaped those areas of the planet they can use until they better fit their needs, and gone out to the stars for the express purpose of bringing back the very things their homeworld cannot provide, building a vast empire in the process. Through all of this, the goal has always been to maintain and even improve Cardassia itself - Cardassian colonies and conquered worlds do not exist for their own sake, but as an extension of the homeworld. The idea of just giving up and starting again on another world (like the Romulans) or establishing new self-sufficient colonies (the main aim of most Federation colonists) is totally foreign to them. Leaving Cardassia Prime is a duty, and the only joy is in serving the state.

As has been mentioned in other works, it is not possible in a project like this to relate every last intimate detail of Cardassia Prime, although given the smaller habitable area of this world it would be simpler than most. Instead, this chapter will attempt to

Cardassia Prime

Planet Name: Cardassia Prime (Cardassia III)

Class: M

System Data: Cardassia Prime has one moon. There are seven other planets in the system besides Cardassia Prime. The two inner planets are both Class F. Cardassia IV and Va are Class M planets; Cardassia V, VI and VII are Class J gas giants; and the outermost planet, Cardassia VIII is Class G.

Gravity: 1.2 G

Year and Day: 344.35/26

Atmosphere: Oxygen-nitrogen, with traces of argon; slightly higher than Earth-normal pressure.

Hydrosphere: Approximately 40% of Cardassia Prime's surface is covered with water, including two small oceans, several large salt lakes or inland seas, and various smaller bodies of fresh water. Large, long rivers are rare compared to most Class M planets.

Climate: Cardassia Prime's climate is much hotter and more humid than Earth's; to Cardassians, temperatures which seem comfortable to humans are chilly. Much of the world is sere or desertified.

Sapient Species: Cardassians (6.8 billion)

Tech level: Level Six

Government: Dictatorial oligarchy (the Detapa Council) with militocratic elements (the Central Command).

Culture: Although formerly a peaceful and spiritual people, the Cardassians are now a militaristic and aggressive culture, having been driven to such extremes by resource poverty.

Affiliation: Head of the Cardassian Union.

Resources: Cardassia Prime is very resource-poor (its resources were exhausted long ago); it now relies on resources from other planets in its system or Union, or which it has conquered.

Places of Note: The Imperial Plaza; the Hebitian Tombs; the Garethian Volcanoes.

Ship Facilities: There are several ship construction facilities in the Cardassian system.

History: Cardassia Prime's history is that of the Union - see chapter three.

give an idea of what this world is about, its highlights and low points, and in combination with the rest of this work, some indication of what drives the Cardassian need for expansion.

Wasteland

Cardassia Prime is technically a Class M world, although it sits at the extreme edge of the classification. At 19,000 kilometers in equatorial diameter, it is huge for a world with a gravity of only 1.2 G, a situation brought about by the low density of ferrous and other metals in its planetary make-up.

Although the world bears many superficial similarities, the climate is markedly different from those of Vulcan, which is extremely dry, and Ferenginar, which is merely wet and cold. The humidity often takes the unprepared by surprise, as from orbit (through gaps in the heavy cloud cover), Cardassia Prime looks a dead, arid world, orbiting at the inner extreme of its sun's biozone (the region in which the carbon-based humanoids so common in the galaxy can evolve). The vast majority of the planet's landmasses appear to be covered in grayish-brown desert, with relatively small bodies of water (only two of which are large enough to qualify as oceans), and little in the way of rivers. Most of the planet's moisture beyond this is in the form of vapor locked into the dense atmosphere, and while precipitation is common in the coastal regions, surface water evaporates or runs away into the rock surprisingly fast.

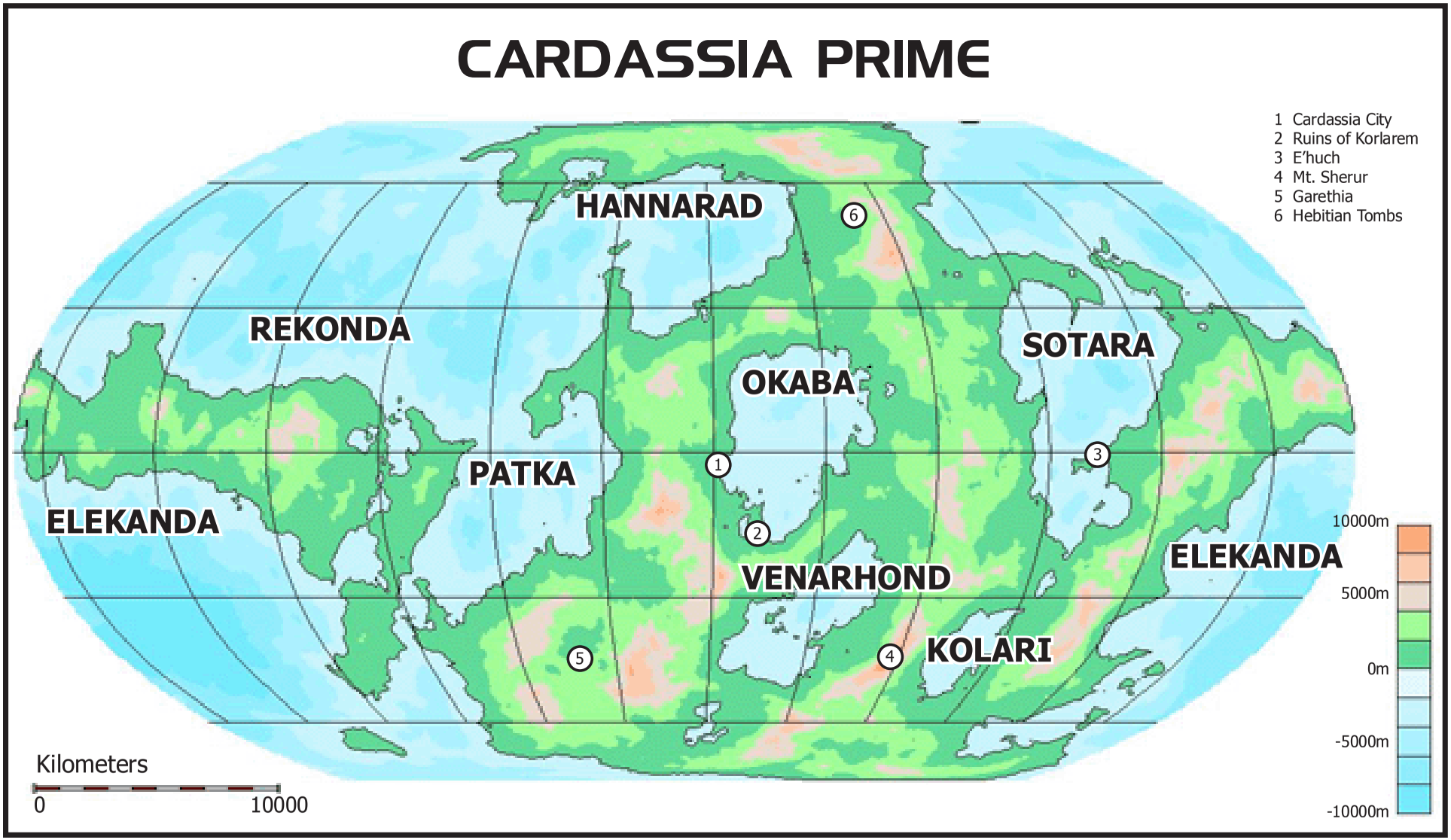
Unlike many Class M planets, there is little in the way of climatic variation on Cardassia Prime. The heavy cloud-cover acts like a thermal blanket to ensure that divisions between climatic zones are extremely fuzzy. Cardassian environmentalists tend to categorize by terrain rather than temperature. There is some variation by latitude of course: at the poles, temperatures approach those of the subtropical regions of Earth, averaging around 26° Celsius; while the equatorial regions, favored by the natives, regularly reach temperatures in excess of 36°.

Levels of rainfall tend to be fairly constant across the world, despite Federation stereotypes of a parched world. Moisture tends to be retained in the air, however, and then released in short, heavy bursts. Heavy showers (dropping in excess of 56mm of rain at a time, and accompanied by spectacular lightning displays) strike around dusk on most days in the highlands, while many of the coastal regions get heavy monsoon-like downpours lasting several hours every 3-5 days. With little axial tilt, there is little variation in seasons, although the equatorial regions experience a small rise in temperature, coupled with doubled rainfall for about a quarter of the year.

The apparently sere terrain, located mostly in the highlands, is actually barren rather than desert. The precipitation is there, but the soil has been leached of all nutrients. Rainwater also has a tendency to run off the surface rather than soak in, or just evaporate back into the atmosphere. What vegetation there is clusters around the dense population centers, where effort can be made to provide artificial nutrients in the barren soil. This is largely for recreational use, as Cardassia has been unable to feed its huge population for several centuries, and relies on bulk imports of foodstuffs from Kaldok.

This sorry state of affairs has arisen from past heavy industrial and agricultural processes that wrecked the ecology while stripping the world of its already scant minerals. As the population expanded, more and more of the world was taken up providing food through industrial-scale farming, and

CARDASSIA PRIME



vast fields of halakla (a staple food plant similar to wheat) and other foodstuffs were created. As happened in parts of twentieth century Earth, rainfall over large areas of such shallow-rooted vegetation washed the nutrients into the oceans and over a period of several centuries, most of the continents became barren. Meanwhile, the nutrients in the oceans were picked up and broken down by ocean-bottom crawling mining equipment supplying minerals to the heavy industry that was at the same time making more areas barren through unrestricted pollution.

There is literally nothing left in the majority of the planetary crust and ocean floors except silicate rock. Cardassia Prime could probably do well exporting glassware and electronic circuits, but their technology moved beyond both some time ago. Without access to Federation-style mass-replicator technology, Cardassia has to import everything it consumes. This, of course, has been the driving force behind the Union's expansion.

Unlike Earth, Cardassia's surface is predominantly land, and while continents exist, they are linked by solid land bridges. Thus, the ancient Cardassians tended not to think in quite the same terms when naming their regions. Their 'continents' tend to be defined by regions easily accessible by sea, rather than land. This is most obvious in Patka, which is composed of sections of what those from other worlds would consider two different continents, and in the relationship between Sotara and Okaba, separated by a massive mountain range rather than a sea.

Each of the actual landmasses is dominated by a central highland area, mountainous but worn down by eons of heavy rainfall. The highest peaks reach around 9500 m, but the majority of the highland terrain lies between 2000 and 4000 m. These regions are the most barren on the planet. You could travel for days without seeing a single piece of vegetation, except for patches of lichen-like life forms eking nutrition from the remains of old industrial waste dumps (if Cardassia proves one thing, it is that life will try anything to survive). Temperatures are noticeably cooler here, mostly as a result of the lower atmospheric pressure, although the air is still very humid. Precipitation is lower than average, but thunderstorms and flash floods are common. The military operates many of its training camps in these regions, and other schools and academies use the areas for hardship training, a common theme in Cardassian education. The largest area of highland is the Heshkar Range, stretching from pole to pole, separating Sotara from Okaba. For many centuries, preventing cultural exchange and trade between the proto-Neldan cultures and the First Hebitian League. Its terrain is dominated by the immense mountain ridge that runs the entire length of the continent, never dipping below 3000 m, and regularly exceeding 7000 m. In fact, the highest peak on the planet, Mt Sherur at 9712 m, lies in the southern portion of this ridge.

Nearer to the coasts, where rainfall is more predictable, temperatures are higher and the atmosphere is denser. Vegetation begins to appear, but consists of what on earth would be called scrub, tough, short bushes, with root systems that extend a vast distance underground to locate usable nutrients. The only lush vegetation occurs in the more affluent areas of the huge cities sprawling along the coastlines, carefully cultivated to provide a little scenic variation for the elite.

High Guard

Cardassia Prime boasts one moon, Endera, around half the size of Luna, which orbits its primary in about 26 local days. Like most such satellites, it is an airless ball of rock, and is largely ignored by the population of the world below. It is not even big enough to provide much nighttime illumination when it is full, and is only infrequently seen as a thin slice of silver through rare nocturnal gaps in the clouds. It does carry vast amount of folklore, built up over millennia of speculation about this rare visitor from the sky. The modern name, Endera, derives from one of the ancient goddesses of the Yhorandi city-states of central Venarhond. In the days of the First Hebitian Period, Enderas was the hidden guardian of the hard working, and only rarely showed her face to those she protected. For a long time, it was said that to see her face when working late in the fields at night was to have gained her special favor. There are a few military and scientific bases on Endera, but no effort has been made to establish any kind of permanent colonies on the satellite.

Like most homeworlds, Cardassia Prime is orbited by a plethora of artificial structures, although unlike those in orbit about Earth or Betazed, all are fully active - the Cardassian resource shortage means that nothing would be abandoned just because it stopped working. Nearly all such structures are military in nature: staging posts for shipping troops off-planet; ship construction facilities, although most of these are in orbit around Cardassia V; and of course, orbital defense platforms, of a dozen different varieties. Pre-war dissident-inspired rumor has it that half of the orbital weaponry is pointed at various population centers to quell potential rebellions (that theory seems to be proved after the Jem'hadar flattened several cities during reprisals for Damar's rebellion). Some civilian scientific and trade facilities exist, but are heavily monitored by both the Military Orders' own intelligence units and the Obsidian Order, to ensure nothing happens that does not benefit the Union.

Okaba

The centrer of modern Cardassian civilization lies in the region of Okaba. Cardassia City, the vast governmental complex built upon the orders of the Detapa Council, immediately following its incorporation, stretches for nearly fifty kilometers around the Bay of Selay on the west coast of this sea. The site was picked for several reasons, but primarily because it was no-man's land between several of the most powerful of the warring city-states.

Cardassia City houses nearly half-a-billion citizens, all of whom either work in or support the various governmental institutions. The Detapa Council has its main meeting buildings and offices sited around the Imperial Plaza, a vast semicircular paved area on a cliff overlooking the City of Heroes, a park dedicated to those who have fallen in the service of Cardassia. The Central Command maintains its primary council liaison offices nearby, but keeps its main facilities in the northern quadrant of the city, away from the civilians. The vast bureaucracy of the Civil Service is based in a large complex of buildings to the south, where the civil servants do their best to avoid the notice of both the Central Command and the Council. Popular consensus has it that the Obsidian Order's headquarters are in Cardassia City where they can keep an eye on the Council, but opinion differs as to whether they are based in the Central Command's complex, the Council buildings themselves, or somewhere in the warrens of the Civil Service. In times of peace, foreign embassies are scattered between the Imperial Plaza and the Central Command buildings, otherwise, the buildings are used to house extra command centers for the war effort.

The buildings of the city are prime examples of the preferred Cardassian architectural style, found in large communities across the planet and the Union. The majority of buildings are low, sprawling complexes of wings and galleries, built around carefully cultivated gardens, often filled with exotic plants from across the Union. The decorative half-arches and spire-like towers favored by the Cardassian aesthetic dot the skyline at almost regular intervals, generally interspersed with the huge oval public feed screens used by the Detapa Council and the Obsidian Order to keep the public informed of current events.

The majority of the populace live in sprawling apartment complexes around the edges of the central administrative districts, with maglev-powered public transport vehicles ferrying them into their offices and workplaces every day. Surprisingly, to an outsider's somewhat prejudiced view of Cardassian society, the apartments are quite private locations, with walls and enclosed gardens available to all but the lower castes. Despite constant Obsidian Order surveillance, privacy from the neighbors' prying eyes is highly valued. Even the lower castes have access to individual apartments within low accommodation blocks.

While the terrain in which Cardassia City rests is as desolate and polluted as the rest of the planet, the city has a generally lighter, airier feel about it, enhanced by the presence of so many gardens, and the lofty architecture. The feeling of quiet industrious fervor that characterizes the Cardassian people is definitely present, however, and outsiders feel the almost oppressive presence of the government and the military everywhere they go, with frequent news and propaganda bulletins booming out across the city at regular intervals. It is also possible to sense a quietly desperate paranoia in the faces of the people - the Obsidian Order keeps a closer eye on the capital city than anywhere else in the Union.

Okaba is traditionally the home of the First Hebitian civilization, and the ruins of Korlarem, the foremost city-state of the League, still dominate the southern coast. The surviving structures, mostly single towers and free-standing walls, already show signs of the styles that would be refined over the next twelve millennia, and the remains of what is believed to have been the largest-ever free-standing arch are a popular tourist attraction for visiting dignitaries. Two solidly constructed pillars (each over 40 m in diameter) rise gracefully out of the rocks at opposite ends of the city (about a kilometer apart) and rise in curves towards each other to a height of around 50 m. Tracing the outline of the curve would indicate the entire structure would have stood over 400 m high, and, given the lack of evidence of any kind of cement, there is much debate over how a pre-industrial civilization could have erected such a structure. And indeed, why.

The region is in a much worse state than it should be, as it was the centre of the flurry of "archaeological" digs following the Council's first encounters with other star-faring civilizations, in which many archaeological treasures were sold off. Little remains of any artistic value, but in the drier regions it is still possible to descend from the higher plains into a hidden gorge and be amazed by the striking architectural skills of one of the older civilizations of the known galaxy.

Venarhond

While a bit cooler, Venarhond resembles its northern neighbor in climate and character. As the location of many of the city-states that were the first to join the Hebitian League, it has always been heavily populated, and, in recent millennia, heavily polluted.

Venarhond is one of the dirtiest regions of Cardassia. The central sea of Venarhond itself, once home to a thriving ecosystem is covered in an inches deep slick of unusable waste material, and a thick miasma of smog overhangs the entire affair. While most such activity has been moved offworld, a large proportion of the world's heavy industry still resides here, factories and refineries mounted on rigs out in the sea, or in fenced-off sites along the shores. There is little effort to control the waste output of these industries, and so they continue to belch smoke into the skies and effluent into the sea.

Some of Cardassia Prime's oldest continuously-inhabited cities reside along the shores of Venarhond. These are vast, bustling affairs, sprawling across hundreds of square kilometers. Where one city ends, there will be a clear area of maybe forty or fifty kilometers before the next begins. A vast monorail-based, rapid transit system links the communities to each other and to the capital in Okaba.

The Garethian Volcanoes

South of Patka lies the mountainous region of Garethia, one of the most volcanically active areas on the planet. There are over a hundred active volcanoes in the three mountain ranges bounding the central plateau, and it is rare for there to be a night on which the horizon is not lit by the ruddy glow from one eruption or another. Earthquakes are also common, and those few Cardassians who live here, generally mineral prospectors hoping for a lucky strike, have learned to build sturdy structures which will survive most shocks, and can be easily repaired in the event of the one they can't.

Several of the volcanoes erupt on a remarkable predictable cycle, and often with spectacular pyrotechnical displays. Many Cardassians come here to view the majesty of these eruptions from a safe distance, and Cardassian poets have long sung of the dedication of the fire gods of old to their duties. Even when confronted with some of the more spectacular volcanic displays of other worlds, Cardassians will always remark that their world has the most beautiful volcanoes of all.

There is little in the way of ruins of older settlements, as limited amounts of building materials and usable land ensured that older buildings have been stripped of usable resources, demolished and rebuilt in a continuous cycle that has persisted for thousands of years. In spite of this, there are still some older buildings in regular use, although they have been heavily modified to suit their current duties.

In recent decades there has been a movement within the Detapa Council, backed by some of the more patriotic elements of the Central Command, to start cleaning up the region. The reasoning went that now that the Union has other worlds it can transfer its heavy industry to, there was no need to continue hurting the homeworld, and the long-delayed clean-up of Cardassia Prime could begin. The massive economic outlay required for the Dominion War delayed the idea indefinitely, and the brutal bombardment inflicted during the Jem-Hadar retreat ensured that nothing will be done for a long time yet. Federation specialists have offered their experience and technology to help out, but Cardassian pride is a difficult thing to overcome.

Patka

Patka is one of the more spectacular regions of Cardassia Prime. Situated along the only link between the northern and southern oceans of the world, it gets the most vigorous weather activity on the planet. 150 kph storms whip through the straits on an almost daily basis, and the resulting erosion has carved a series of spectacular natural sculptures along the shores of both mainlands and the islands scattered between them.

This region originally served as the main frontier for the wars at the close of the First Hebitian Period. Unable to send armies across the Heshkar Ridge in any significant numbers, the two sides concentrated on landing troops across these straits instead. Fortress cities were built into cliff faces along the entire length of both coasts, and those that have not been blasted into glassy radioactive craters are still occupied by lower caste Cardassian civilians.

The natural wind sculptures along the less-war torn coasts are points of great pride for most Cardassians, and are almost certainly the inspiration for the dominant feature of Cardassian decorative architecture. Rivalling the great pinnacles of Vulcan in size, the majority of the sculptures are lofty curved spires, pointing into the prevailing winds, their original bases carved out by repeated attacks of storm-driven tidal waters.

Hannarad

Hannarad is the home of the minority ka'radan peoples, whose lengthy trading expeditions were instrumental in forging the first alliances between city-states, which ultimately led to the founding of the Hebitian League. The

The Hebitian Tombs

Between Hannarad and Okaba lie a series of deep, water-cut gorges. Carved into the rocky walls of these gorges at irregular intervals are obviously artificial openings, generally oval in section, and opening into elaborate mazes of tunnels and chambers. No two are alike, and many are carved in their entirety with ancient pictograms and runes. The mazes closest to the lowlands are obviously the oldest, and are relatively simple, but later examples are incredibly complex, twisting back on themselves on many levels like a spelunker's nightmare. At intervals are doors in the walls, all long-broken down to reveal small chambers, which once held the body of a noble, and his most important regalia.

These are the tombs of the rulers of the First Hebitian Civilization, and were carved, one maze per generation, over a period of three thousand years. The tombs were all located and looted centuries ago, but rumors persist of there being one or two lost rulers, whose tombs have yet to be found. Low caste treasure seekers are continually rooting through the gorges, but the Central Command gave up on the possibility of any more treasures to sell a long time ago. They do, however, maintain a garrison near the entrance to the area to confiscate any discoveries for the good of the State.

region is dominated by the coastlines of the northern ocean, and backing onto the Heshkar Ridge, it forced the people to look to the sea for both living and trade. In past times, sea-going Ka'radans roamed as far as Sotara in their pursuit of profitable trade, and of the vast whale-like khennara that were once common across the northern ocean.

In many respects, this region probably resembles the Cardassia of several millennia ago more so than any other. Older-style communities still nestle in the valleys of the dry rivers that once drained the highlands, with centuries old caves carved into the relatively unyielding bedrock. Harbors are still common in the coastal villages, although they rarely harbor any productive fishing vessels. Several ports are big enough to service the massive factory ships that tend the plankton and seaweed farms, still able to grow in the relatively clean waters of the Hannarad Bay.

The people of Hannarad are known for their fierce independence, tenacity and self-reliance, but as is the case with most Cardassians, this has manifested as quick thinking and a desire to improve their lot, rather than rebellion against the system. Indeed, Hannarad has produced some of the more successful and dedicated members of the Central Command.

Sotara

Sotara is the home of the neldan peoples, and was the heart of their empire for several millennia during the First Hebitian Period. Separated from their future rivals by the Heshkar Ridge, they were able to develop their own distinct culture for two thousand years before their expanding sphere of influence clashed with that of the Hebitians. It was the Sotaran nations that assaulted the Hebitian League, in a series of wars that ultimately resulted in the sacking of Korlarem, and the collapse of the First Hebitian civilization. Sotaran leaders were ultimately instrumental in reuniting Cardassia at the beginning of the Second Hebitian Period.

In many ways, Sotara rivals Okaba for the position of foremost region on Cardassia Prime. It features the same huge cities, and the same ancient archaeological sites, which are just as heavily picked over. Its population is also comparable, but is slightly more oriented towards academic pursuits than that of Okaba. The planet's largest civilian research center is located at E'huch in the eastern part of this region.

Sotara is also notable for being less polluted than Okaba. While there is still little in the way of naturally growing vegetation, there are no examples of the huge areas of blasted terrain so common near Cardassia City.

Kolari

The isolated region of Kolari has always been known for its peaceful qualities. The land is bleak, the mountains high, and the journey long and arduous, all qualities which led to it becoming a hermit's paradise. It's little wonder that nearly every one of Cardassia's religious philosophies was born here.

Even at an early stage in the world's history, it had little to offer resource-wise, and was largely ignored in favour of less remote, more easily farmed regions. For millennia, the only inhabitants were scattered tribes of migrant hunters. Towards the end of the First Hebitian Period, a small number of refugees moved here to escape the slaughter of the Sotaran onslaught on the Hebitian League. During the more peaceful interludes in their struggles to survive in the barren landscape, the colonists evolved radical religious beliefs, which were then carried forth repeatedly into the collapsing Hebitian civilisations by enthusiastic proselytes, each convinced they held the key to peace. In turn, each disappeared under the onslaught of established churches and dictatorial city rulers.

Eventually, some priests from the established religions migrated to the area to try and understand the people. One such priest was Heket, and his experiences here ultimately led to his own revelations, which in turn reformed the Cardassian civilization.

These days, still sparsely-populated, Kolari is the location of a number of holiday homes belonging to elite government officials. It may seem a strange location for vacations, but the region offers respite from the bustle and duties of the cities, while offering opportunities to test an officer's mettle against the wildest region remaining on Cardassian.

Elekanda & Rekonda

These two regions are the least-populated areas on Cardassia Prime. Consisting of two long, desolate coasts connecting Sotara to Patka, and separated by vast, relatively low altitude plains, they were once the centres of the Sotaran agricultural industry. Although largely wrecked by the wars marking the end of the First Hebitian Period, the farms were re-opened during the Second Hebitian Period, and were heavily worked for most of the lifetime of that civilization. Towards the end of the Second Hebitian civilization, more and more intensive farming methods were tried here to feed the growing populace, but all that happened was that the land became more and more barren, as the winds blew the loose topsoil off into the sea. About two thousand years ago, the entire region became about as useful as a desert, and was rapidly abandoned.

A brief revival occurred once the Cardassians discovered how to get at the mineral riches under the sea, and needed ports to work from, but once those too were exhausted, the area was abandoned again.

Today, the entirety of both regions resembles strangely bare moorland. Patches of scrub grow in places, but it's mostly bare rock. Here and there lie the skeletons of the towns and villages of the old farming communities, standing forlornly against the howling winds. Nothing of value remains in any of the ruins, as they were looted centuries ago.

Animal Life on Cardassia Prime

Cardassia once had a thriving and diverse biosphere, but as has already been shown, extensive over-farming, resource stripping and pollution have led to many areas becoming uninhabitable for most forms of life.

The dominant class of life form in all environments is the warm-blooded reptilian analogue exemplified by the Cardassians themselves. Once as varied as mammals on Earth, there are now less than five-dozen known species, few of which survive outside of captivity. They range in size from a few inches (such as the *telek*, roughly analogous to the terrestrial rat) to several meters (one of the most popular Cardassian food animals is the *harrakka*, a creature resembling a cross between an African elephant and a water buffalo), and are capable of both daytime and nighttime activity. Many are omnivorous, although most are not fully adapted to this lifestyle, and records show that this is a trait that has evolved in the last millennium, probably as a result of shortages of various foods.

Variations on the form exist both in water and in air, although lower forms of life do still exist in many regions. Fish and amphibian analogues are relatively common in both seas and lakes, having survived the pollution simply due to their simplicity, but that same pollution has made them almost inedible for the Cardassian digestive system. Aerial life on Cardassia is limited to a few glider variations of the standard Cardassian life form, which to human eyes resembles a furry pteranodon. True birds never evolved on Cardassia.

Several alien species thrive in Cardassia's climate, becoming pests in many cases. They originate from a number of different worlds, perhaps surprisingly including Earth. The common rat has taken to the tunnels under most Cardassian cities as if it evolved there, and the estimated world population is estimated to be several billion. The species has resisted several attempts to eliminate it by biological and chemical means, and following the near depopulation of one small town in Patka twenty years ago when a biological agent jumped species, further experiments have been banned by the Detapa Council.

The best-known alien pest is the Cardassian vole, known locally as the *schelikk*. Although very common on every Cardassian world, these six-legged creatures actually originated on a small client world of the Union near the Klingon border. It loves the chemicals used in military cable insulation, and infestations have crippled warships and *nor* stations at inconvenient moments in the past.

LIFE SUPPORT: THE REST OF THE CARDASSIAN SYSTEM

KALDOK (CARDASSIA IV)

Class: M

Gravity: 0.98 g

Year and Day: 621.16/32

Atmosphere: Nitrogen/oxygen at Earth-normal pressure, and Earth-normal proportions.

Hydrosphere: 69% of the surface is covered by the 3 large oceans.

Climate: Kaldok is a little cooler than Earth, and most humans would find it a pleasant planet to visit. Cardassians find the world to be a little on the cool side, especially away from the equatorial continents. The atmosphere is quite turbulent, and heavy storms frequently sweep across the oceans and plains.

Sapient Species: Cardassians (0.7 million) - any native species heading for intelligence were wiped out when the biogenic virus was unleashed (although rumours persist to the contrary - see page 100: the Natives).

Tech Level: Six.

Government: Administered by an officer of the Ministry of Agriculture in Cardassia City.

Culture: The majority of inhabitants are political dissidents and convicted minor criminals sullenly working out their sentences in gulags and other prison camps. Several military garrisons from the First Order ensure the peace. The majority of farmwork and fishing is done by robots maintained by the prisoners.

Affiliation: Cardassian Union.

Resources: The oceans contain a number of useful trace minerals which are slowly but methodically being strip-mined by submarine factories, but the planet's main use is as the Cardassia System's breadbasket. Food crops (genetically enhanced to survive the harsh climate) are grown in the vast fields which cover the continents (the planet's name comes from the amber glow cast across the Cardassian night sky when the planet is full), while factory ships farm the vast 'fields' of protein-producing algae, seaweed and crustaceans on the surfaces of the oceans. All this food is shipped back to Cardassia Prime to feed the lower castes of the society.

Places of Note: The world's largest community is Ikarraport, named for the leader of the first Cardassian mission to land on the surface. Once the center of offworld shipping,

Cardassia System

System Name: Cardassia

Affiliation: Home system of the Cardassian Union; allied with the Dominion during the Dominion War.

System Type: The star Cardassia is a type G2 V (yellow dwarf) star.

Inhabited Planets: Cardassia Prime, the third planet is the homeworld of the Cardassians. The only other habitable planets in the system are Cardassia IV and Va, but they are only sparsely populated.

Other Planets: The system has a total of eight planets, including Cardassia Prime. The two inner planets are both Class F. Cardassia V, VI and VII are Class J gas giants; the outermost planet, Cardassia VIII is Class G.

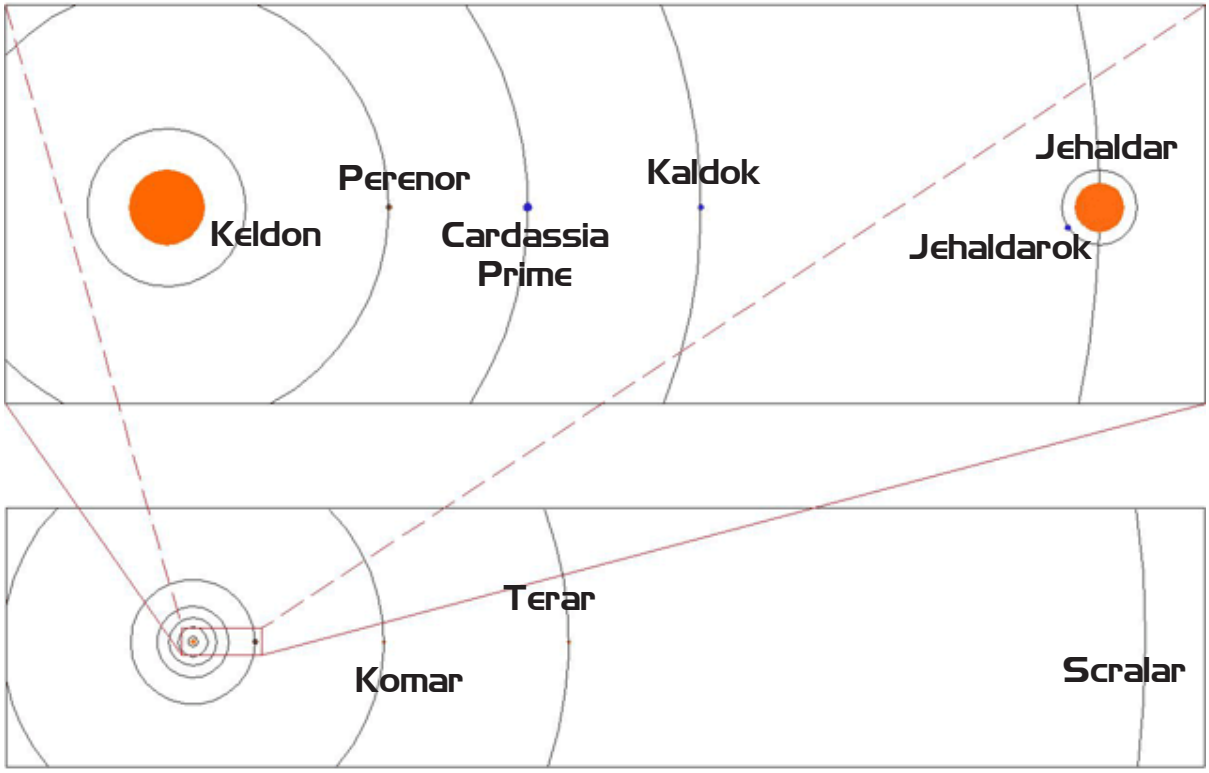
Other Stellar Objects: There is an average-sized cometary cloud beyond Cardassia VIII.

Artificial Objects: The Cardassia system is filled with numerous space-based construction facilities, factories, and the like, though several of the largest and most important installations were destroyed or damaged by the Federation and its allies during the Dominion War.

SIS: Home system of the Cardassian people.

System Layout

Position	Planet	Class	Orbit	Year	Diameter	Density	Mass	Grav	Day	No of Moons
I	Keldon	F	0.21 au	35.33d	5,000 km	4.9	0.05	0.35 G	19 h	0
II	Perenor	F	0.59 au	166.36d	13,100 km	5.4	1.08	1.01 G	18 h	0
III	Cardassia Prime	M	0.96 au	344.35d	18,700 km	4.5	2.62	1.2 G	26 h	1
IV	Kaldok	M	1.42 au	621.16d	13,100 km	5.2	1.04	0.98 G	32 h	0
V	Jehaldar	J	2.48 au	1433.67d	104,000 km	0.7	69.9			19
Va	Jehaldarok	M	0.002 au	168.47d	12,000 km	5.8	0.89	1.0 G	22 h	0
VI	Komar	J	7.6 au	21.1y	120,000 km	0.7	107.4			18
VII	Terar	J	15 au	58.4y	104,000 km	0.7	69.9			9
VIII	Scralar	G	38 au	1798y	9,900 km	1.9	0.2	0.29 G	45 h	0



THE CARDASSIAN SYSTEM

Planetary Size is not to scale with orbit.

it is now the administrative center, with the largest population of free citizens on the planet. It sits in the middle of the continent of Odacnara, on the shores of a large lake. The architecture is more reminiscent of a military outpost than a city, consisting of solidly-built low buildings rather like blockhouses, none more than two stories high. This has become necessary as local storms regularly feature winds over one hundred miles per hour. Much of Ikarraport's citizenry is employed trying to predict the passage of these storms.

The majority of the world's population, whether prisoner or guard, live in the scattered gulag camps. Outworlders would be surprised to see that there are no fences or walls around these camps, or even any surveillance equipment. The Cardassian psychology, shaped to serve the people from childhood, ensures that the vast majority of prisoners will never even try to escape or perform any form of sabotage (few dissidents wish to harm their homeworld). In addition, the cold climate punishes any Cardassian that does try to escape, and the guards relish the opportunity to relieve the monotony of their duties with a drawn-out manhunt. The average camp consists of a half-dozen low bunkhouses, half-buried against the storms, and arranged in a rough circle, around a domed central hall and administration building. Vehicles and equipment housed in underground garages and workshops are used to reach and repair damaged automated farm machinery. Seaborne facilities are basically more compact floating versions of the same concept. These are usually domed so that they can ride out rough seas, but float free, maintaining their position by mechanical means.

Ship Facilities: The world possesses a number of huge starports out of all proportion to its population. Food products are loaded directly on to the transport vessels instead of via energy-hungry transporters.

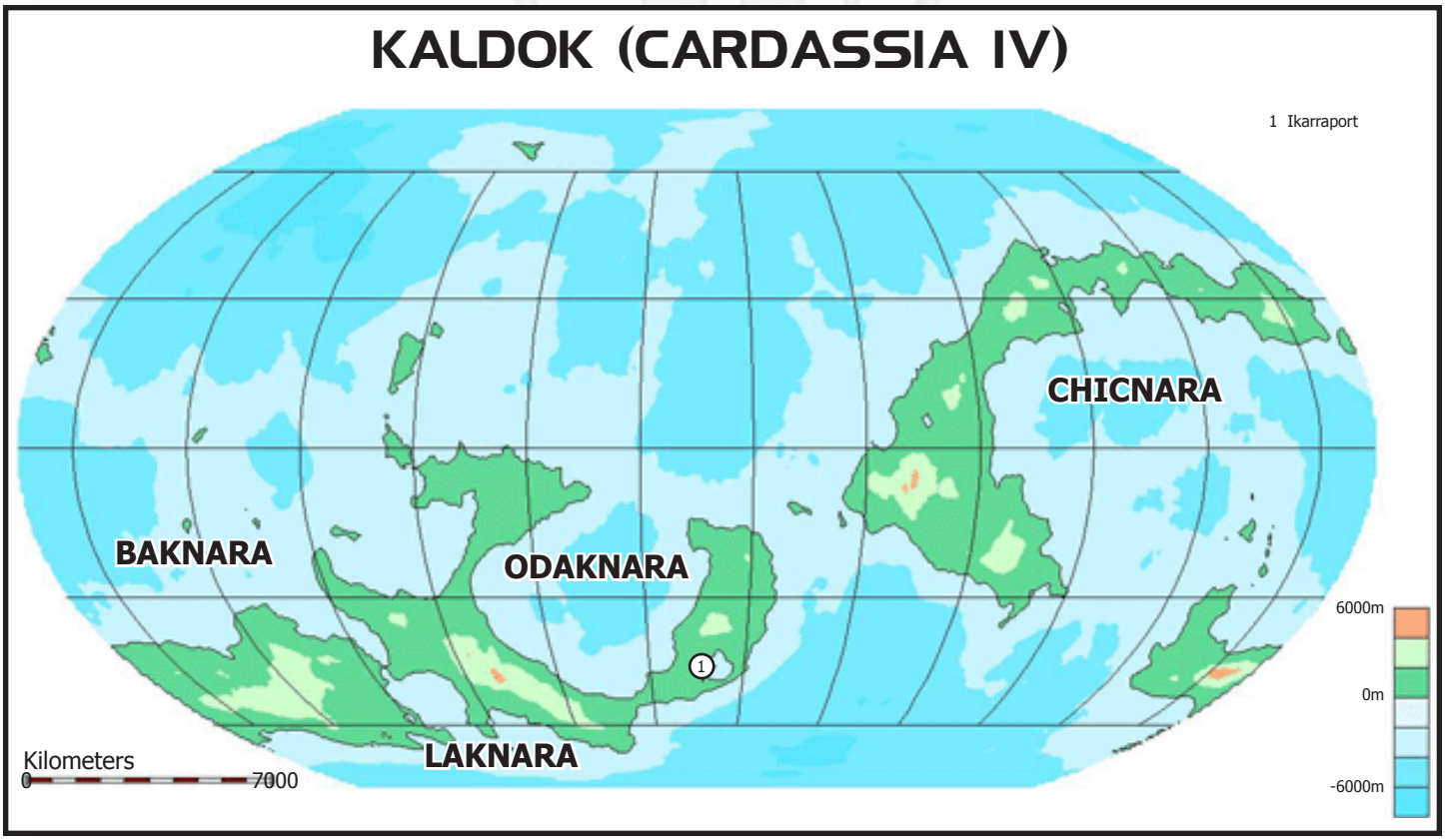
History: Kaldok was one of the first worlds to be visited by Cardassian explorers, shortly after they acquired interplanetary spaceflight. Those first visitors found the world cold and somewhat dry, but habitable. A richly varied ecosystem flourished here, in virtually every possible environment. It was rapidly discovered that Kaldok's biochemistry was incompatible with that of the Cardassians, and while civilian scientists clamored for access to study it in its undisturbed state, the government, desperately looking for ways

The Natives

The more ethically-inclined scientists continue to debate whether any sapient species existed or was about to evolve on Kaldok before the virus was unleashed. The most advanced species recorded was roughly equivalent in intelligence to the eshnar, roughly analogous to a Terran monkey, but some believe more intelligent organisms did exist.

Given that some species did survive the virus, especially at the bottoms of the oceans, some experts give credence to the occasional report of large intelligent sea creatures attacking seaborne bases at the height of the storms. Of course, say the government, these are merely myths and propaganda spread by dissidents.

Or are they?



to feed an already overcrowded planet, opted for a more direct use - an agricultural colony.

The initial colonization efforts were manpower-intensive - colonies of over a thousand workers a piece were established at various points around the equator following the arrival of huge convoys of freighters. They cleared areas of jungle to farm on an industrial scale, but found the process to be inefficient, especially considering the tenacity of the local flora, which could grow back again overnight.

About twenty years after the first colonies were established, Cardassian genetic biologists invented a virus designed to wipe out all native lifeforms on the surface of IV. When unleashed it was about 95% successful. The virus took about ten years to do its job properly, turning the lush jungles, grasslands and ocean beds into massive fields of decaying organic matter. This massive resource of nutrients allowed the newly-introduced Cardassian lifeforms (carefully chosen, and if necessary, genetically enhanced to survive in the climate) to gain a rapid foothold on the new world. This was the first use of a technology that would later lead to the Cardassian military's preference for the use of biogenic weaponry in the conquest of some alien worlds for the Union.

Within fifty years, Kaldok had become the main food source for the homeworld. Since few Cardassians would volunteer to live and work on such a cold planet, gulags for political and criminal convicts were established very early to operate the farms. More recently, as the farms have expanded, more work has been done by robot machinery, and the prisoners have become responsible for maintenance.

Other Details: To human eyes, Kaldok is an ideal world, the very epitome of Class M, but to Cardassians it somewhat chilly. Its huge equatorial continents are, however, ideally placed for growing the food Cardassia needs to feed the billions on Prime, and in addition, vast algae, fish and seaweed farms cover the oceans.

It is, at first glance, a relentlessly boring planet. Everywhere you look, there are flat plains, stretching away to the horizon. That of course, assumes you are not on the oceans, which contain little in the way of islands. Mountains are rare, and when they do occur, tend to be low and smooth - more ranges of oversized hills than true mountains. As a world with no moon, Kaldok has little tectonic activity. About the only excitement the world can offer comes in the form of the great storms that sweep across ocean and plain alike with almost clockwork regularity and alarming ferocity. The damage caused by these storms has gotten worse since the Cardassians removed the great forests that protected the inner areas of the continents.

JEHALDAROK (CARDASSIA Va)

Class: M

Gravity: 1 g

Year and Day: 168.47/22 (Jehaldar takes 1433.67 d to orbit the sun)

Atmosphere: Nitrogen/oxygen at 1.1 Earth-normal pressure. The oxygen content is quite high at around 23%, and combined with the cold gives a biting sensation when breathed.

Hydrosphere: 55% surface water, mostly in two small seas, numerous lakes, bogs and fens. In addition, one third of the surface is occupied by the polar ice caps and consists of glaciers, tundra or snow fields.

Climate: Jehaldarok is cold and bleak. Biting winds howl across empty moorland and glaciers, driving freezing rains before them. The grey skies rarely clear and when they do, the light is wan and grey, from a distant sun. In the equatorial regions, the land is soft and boggy, and of no agricultural value whatsoever. The polar regions are frozen over.

Sapient Species: Cardassians (approximately 3 million).

Tech Level: Six.

Government: The Cardassian Military rules Jehaldarok with an iron fist.

Culture: Jehaldarok is home to a number of military bases, and as such, the dominant society is somewhat basic and aggressive.

Affiliation: Cardassian Union.

Resources: While there are some rare minerals in the mountain ranges, and a rich supply of hydrocarbons resulting from the extensive moorlands, this world's prime use to the Union is its location. Being both remote and within easy reach of the rich ring system of Jehaldar, it has proved an ideal location for an offworld military headquarters.

Places of Note: The Cardassian population here is surprisingly large - the military has adopted the moon as a training and weapons development and proving ground. The planet is dotted with military training bases, dedicated to producing soldiers who can endure and survive some of the more extreme environments they might encounter. Most conscripts will attend a three-month course here at some point in their training, culminating in a five-day wilderness survival test.

In addition, some of the more remote areas are used

for ground weapons testing and research, with aerial and orbital firing ranges and so forth.

The Obsidian Order is rumored to possess a top-secret facility in the northern Molakar Mountains, presumably disguised and hidden within the rock. There is much speculation as to what the Order may be doing here, ranging from drugs research to surveillance analysis to interrogation of high importance prisoners, but nobody will admit to knowing for sure.

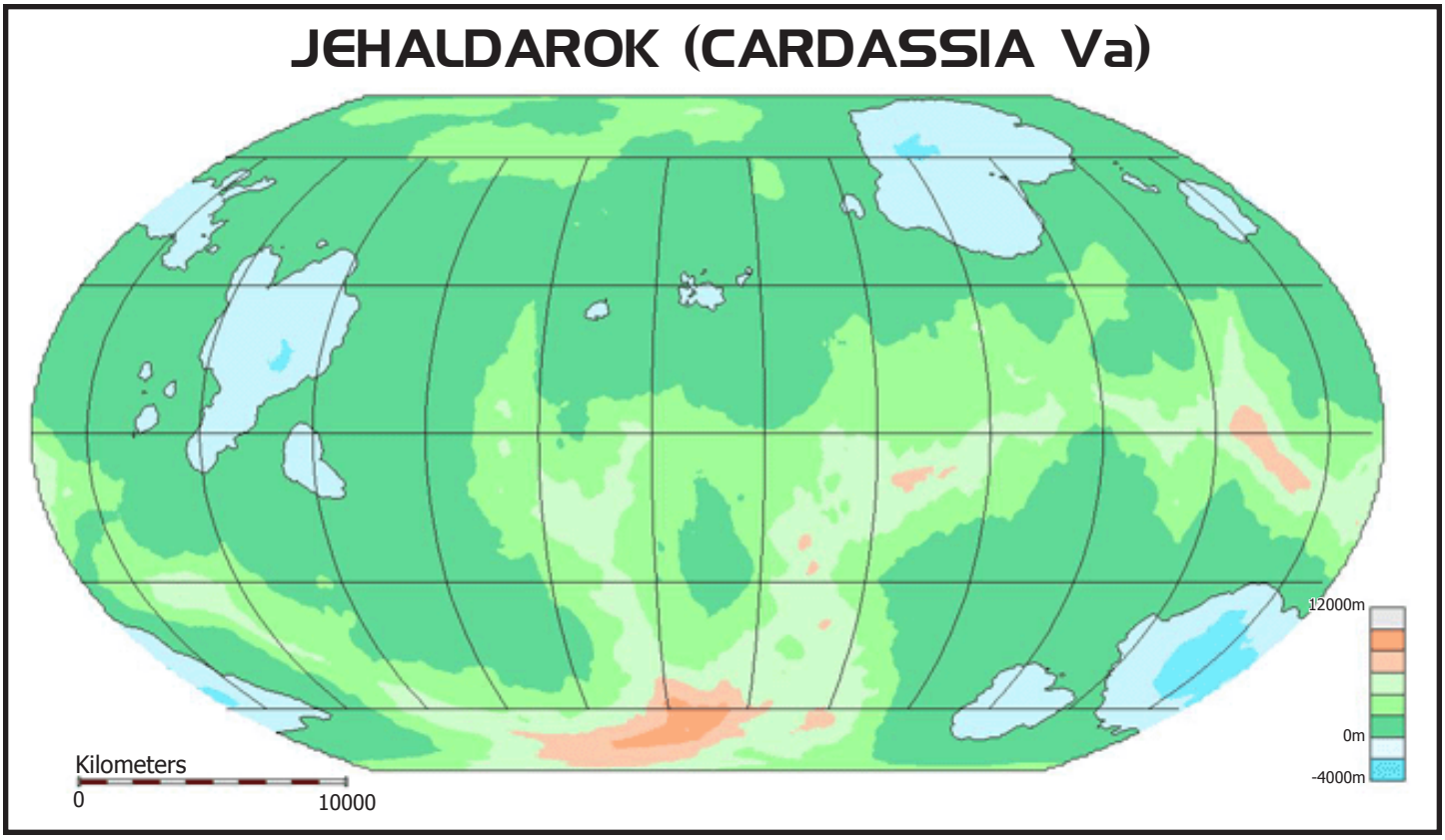
Ship Facilities: The largest ship construction facility in Cardassian space floats in orbit around Jehaldarok. Capable of constructing over a dozen *Galor*-class vessels at a time, Sulenn Tok is a network of free-floating stations, construction rigs and habitats, a hundred thousand miles across. A huge network of automated defense satellites arrayed throughout Cardassia V's inner orbits controls access by non-Cardassian or civilian vessels. Construction materials are supplied by three Nor stations (*Attok*, *Gamok* and *Kamok*) operating within the ring system, mining and processing ore of many useful varieties. Numerous massive landing strips dot the surface of the moon itself, wherever a base needs access for re-supply or troop transfer.

History: Jehaldarok was first visited about thirty years after Jehaldar . This delay was due to its presence simply being missed by previous surveys, especially as the focus was to resolve Cardassia's food problem, and scientists were convinced no habitable worlds could exist this far out from the sun. Even after its existence was confirmed, and surveys carried out, the government saw little immediate use for the moon. Mineral resources were trace only, and while the climate was certainly damp enough, the temperature ensured little Cardassian life could survive here.

Once its true value was realized however, and in spite of the freezing temperatures, the Military rapidly took control to establish a base for ship-construction using Jehaldar's extensive ring system as raw materials. Further bases were established and used to train Cardassia's Orders in endurance, survival and battle drills. Va has remained a closed world ever since.

Other Details: Jehaldar is a huge gas giant well outside the habitable orbits of Cardassia's sun. It is, however, massive enough to give off a fair amount of heat itself, and that heat has ensured that one of its moons is at least barely habitable.

Va is the third of the Class M worlds in the Cardassia system, and is very close to the Cardassian idea of hell. The polar ice caps cover fully 67% of the moon's surface, leaving the equatorial regions covered in frigid windswept moorland, pockmarked with shallow freezing lakes and bogs. The polar temperatures are low enough that Andorians would have difficulty there. Five massive mountain ranges dominate the landscape, towering over the moors. The air is thin and has a strong bitter smell.



SPACEDOCK

SPACEDOCK STATISTICS

These starships were created using the additional rules for Cardassian ships found in ***The Ship Recognition Manual, Volume 2: The Ships of the Cardassian Union***, by Steve Long. The differences are only minor and make no difference when using other Spacedock rules, particularly combat.

BOK VALA-CLASS MILITARY SHUTTLE

Class and Type: *Bok Vala*-class Shuttle
Commissioning date: 2352

HULL SYSTEMS

Size: 2
Length: 19.5 m
Beam: 8.9 m
Height: 5.1m
Decks: 1
Mass: 11.2 tons
SUs Available: 525
SUs Used: 464

Hull
Outer: 10 — 10
Inner: 10 — 10

Resistance:
Outer Hull: 5 — 5
Inner Hull: 5 — 5

Structural Integrity Field
Main: Class 2 (Protection 50/80) — 17
[1 power/10 protection/round]
Backup: Class 1 (Protection 20) — 7
[1 power/10 protection/round]
Backup: Class 1 (Protection 20) — 7
[1 power/10 protection/round]

Specialized Hull:
Atmospheric Capability — 2
Planetfall Capability — 2

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 3/20/0

Crew Quarters: None

Environmental Systems
Basic Life Support [3 power/round] — 8
Reserve Life Support [2 power/round] — 4
Emergency Life Support (no emergency shelters) — 4
Gravity [1 power/round] — 2
Consumables: 1 month — 1

Replicator Systems
Food Replicators [2 power/round] — 2
Industrial Replicators: None

Medical Facilities: 1 (+0) [1 power/round] — 5
Recreation Facilities: None
Personnel Transport: Jeffries Tubes — 2
Fire Suppression System [1 power/round when in use] — 2
Cargo Holds: 100cubic meters — 1
Escape Pods: None

Where are the Galor, Keldon and Hideki-class ships?

These ships have already been given statistics for standard combat in the ***Star Trek: Deep Space Nine*** RPG rulebook and the Galor-class is also in the ***Star Trek: The Next Generation*** RPG. The Spacedock statistics for the Galor-class can be found in the ***Ship Recognition Manual, Volume 1*** and all three will be in the aforementioned second volume, along with a host of other Cardassian ships.

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 2 (embedded) — 23
Speed: 2.0/3.0/6.0 [1 power/.2 warp speed]
Uprating: +0.1 to standard, sustained & maximum — 6
PIS: Type D (7hrs of maximum warp) — 8

Impulse Engine
Type: Class 3A (.5c/.75c) [5/7 power/round] — 18
Location: aft

Reaction Control System (.25c) [2 power/round when in use] — 2

POWER SYSTEMS

Warp Engine
Type: Class 2B (generates 130 power/round) — 33
Location: below deck
Impulse Engine[s]: 1 class 3A (generates 28 power/round)
Auxiliary Power: None
Emergency Power: Type A (generates 25 power/round) — 25
EPS: standard power flow, +25/round — 13

Standard Usable Power: 158

OPERATIONS SYSTEMS

Bridge: Front (Cockpit) — 10

Computers
Core 1: starboard [5 power/round] — 6
ODN — 6

Navigational Deflector [5 power/round] — 8
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward ventral

Sensor Systems
Long-range sensors [5 power/round] — 16
Range Package: Type 2 (Accuracy: 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5)
Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)
Strength Package: Class 4 (Strength 4)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 power/round] — 13

Strength Package: Class 5 (strength 5)
Gain Package: Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 power/round] 4
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+0)

Probes: None

Sensor Skill: 2

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 2 8
Co-ordination: 2 [1 power/round when in use]

Navigation Computer
Main: Class 1 0
Backups: 1 0

Inertial Damping Field
Main 4
Strength: 6 [3 power/round]
Number: 1
Backup: 1
Strength: 4 [3 power/round]
Number: 1
Attitude Control [1 power/round] 1

Communications Systems 10
Type: Class 4 [2 power/round of use]
Strength: 4
Security: -3 (Uprating: Gamma)
Emergency Communications: Yes 1

Tractor Beams
Emitter: Class Beta 6
Accuracy: 5/6/8/11
Location: aft ventral

Transporters
Type: Personnel [4 power/use] 12
Pads: 4
Emitter/receiver array: personnel type 4 (30,000km range)
Energising/transition coils: Class F (strength 6)
Number and location: Aft

Cloaking Device: None

Security Systems
Rating: 0
Anti-intruder systems Yes [1 power/round] 2
Neutralization Fields: [2power/3 strength] 4

Science Systems:
Rating: 0
Specialized systems: None
Laboratories: None

TACTICAL SYSTEMS

Forward Spiral Wave Disruptor Array 34
Class: Carkhet
Damage: 160 [16 power]
Number of Emitters: up to 3 shots/round
Targeting System: Accuracy 4/5/7/10
Location: forward ventral
Firing Arc: 360 degrees forward
Firing Modes: Standard, pulse

Aft Spiral Wave Disruptor Array 34
Class: Carkhet
Damage: 160 [16 power]
Number of Emitters: up to 3 shots/round
Targeting System: Accuracy 4/5/7/10
Location: aft ventral
Firing Arc: 360 degrees aft
Firing Modes: Standard, pulse

Microtorpedo Launcher 8
Standard Load: Microtorpedo (Damage 50)
Spread: 5
Range: 1/100/500/2000
Accuracy: 4/5/7/10
Power: [1]
Location: under belly
Firing Arc: Forward

Microtorpedo Storage: 100 1

TA/T/TS: Class Beta [1 power/round] 9
Strength: 8
Bonus: +1

Weapons Skill: 3

Shields: (Forward/Aft/Port/Starboard) 9x4
Shield Generator: Class 2 (Protection 210+100)
[21 power/shield/round]
Shield Grid: Type B (33% increase to 280 Protection)
Subspace Distortion Amplifiers: Class Alpha (Threshold 70+10)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 1 per shield 4

Auto-Destruct System: Yes 2

AUXILLIARY SPACECRAFT SYSTEMS

Shuttlebays: None
Captain's Yacht: No

Fleet data: These shuttlecraft are use as both transport for troops and to provide air cover. They can carry 20 men along with all their equipment. The shuttle is well armed for a ship of its size and more than capable of matching a Danube-class runabout in combat.

CHINTALKA-CLASS DESTROYER

Class and Type: Chintalka-class Destroyer

Commissioning date: 2315

HULL SYSTEMS

Size: 5
Length: 202.5 m
Beam: 98.1 m

Height: 25.6m
Decks: 6
Mass: 2,958,000 tons
SUs Available: 1300
SUs Used: 1183

Hull
Outer: 25 — 25
Inner: 25 — 25

Resistance:
Outer Hull: 8 — 9
Inner Hull: 8 — 9

Structural Integrity Field
Main: Class 4 (Protection 70/110) — 26
[1 power/10 protection/round]
Backup: Class 4 (Protection 35) — 13
[1 power/10 protection/round]
Backup: Class 4 (Protection 35) — 13
[1 power/10 protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 100/20/500

Crew Quarters
Spartan: 48 — 3
Basic: 48 — 5
Expanded: 20 — 4
Luxury: 4 — 4
Unusual: None

Environmental Systems
Basic Life Support [8 power/round] — 20
Reserve Life Support [4 power/round] — 10
Emergency Life Support (30 emergency shelters) — 10
Gravity [3 power/round] — 5
Consumables: 2 years — 10

Replicator Systems
Food Replicators [5 power/round] — 5
Industrial Replicators
Type: Network of small replicators [2 power/round] — 5
Type: 2 Large units [2 power/replicator/round] — 6

Medical Facilities: 3 (+1) [3 power/round] — 15
Recreation Facilities: 5 [10 power/round] — 40
Personnel Transport: Jeffries Tubes, Turbolifts [2 power/round] — 15
Fire Suppression System [1 power/round when in use] — 5
Cargo Holds: 100,000 cubic meters — 3
Escape Pods: 3
Number: 40
Capacity: 6 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 5A2 (embedded) — 76
Speed: 4.9/6.9/8.1 [1 power/.2 warp speed]
PIS: Type C (6hrs of maximum warp) — 6

Impulse Engine
Type: Class 3 (.5c/.7c) [5/7 power/round] — 15
Location: rear of command section

Impulse Engine
Type: Class 3 (.5c/.7c) [5/7 power/round] — 15
Location: engineering section

Reaction Control System (.25c) [2 power/round when in use] — 5

POWER SYSTEMS

Warp Engine
Type: Class 5H (generates 270 power/round) — 62
Location: engineering section

Impulse Engine[s]: 2 class 3 (generate 48 power/round)
Auxiliary Power: 4 reactors (generate 5 power/reactor/round) — 12
Emergency Power: Type A (generates 25 power/round) — 25
EPS: standard power flow, +20/round — 27

Standard Usable Power: 418

OPERATIONS SYSTEMS

Bridge: Dorsal amidships — 25

Computers
Core 1: starboard [5 power/round] — 15
Core 2: port [5 power/round] — 15
ODN — 15

Navigational Deflector [5 power/round] — 20
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward ventral

Sensor Systems
Long-range sensors [5 power/round] — 12
Range Package: Type 2 (Accuracy: 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5)
Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 power/round] — 4
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 power/round] — 4
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+0)

Probes: 20 probes of various types — 2

Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 2 — 8
Co-ordination: 2 [1 power/round when in use]

Navigation Computer
Main: Class 1 — 0
Backups: 1 — 0

Inertial Damping Field
- Main 30
  - Strength: 8 [3 power/round]
  - Number: 3
- Backup: 6
  - Strength: 5 [3 power/round]
  - Number: 2
- Attitude Control [1 power/round] 1

Communications Systems 6
- Type: Class 3 [2 power/round of use]
- Strength: 3
- Security: -1
- Emergency Communications: Yes 1

Tractor Beams
- Emitter: Class Gamma 9
  - Accuracy: 5/6/8/11
  - Location: aft ventral
- Emitter: Class Beta 6
  - Accuracy: 5/6/8/11
  - Location: forward ventral
- Emitter: Class Alpha 3
  - Accuracy: 5/6/8/11
  - Location: shuttlebay

Transporters
- Type: Personnel [4 power/use] 36
  - Pads: 6
  - Emitter/receiver array: personnel type 4 (30,000km range)
  - Energizing/transition coils: Class B (strength 2)
  - Number and location: 2 on Deck 2, 2 on Deck 5
- Type: Emergency [4 power/use] 10
  - Pads: 10
  - Emitter/receiver array: emergency type 1 (5,000km range)
  - Energizing/transition coils: Class A (strength 1)
  - Number and location: 1 aft of bridge, 1 in engineering section.
- Type: Cargo [2 power/use] 10
  - Pads: 200kg
  - Emitter/receiver array: cargo type 2 (20,000km range)
  - Energizing/transition coils: Class B (strength 2)
  - Number and Location: 2, deck 6

Cloaking Device: None

Security Systems
- Rating: 3 12
- Anti-intruder systems Yes [1 power/round] 5
- Neutralization Fields: [2power/3 strength] 10

Science Systems:
- Rating: 2 (+1) [2 power/round] 15
- Specialized systems: None
- Laboratories: 10 2

TACTICAL SYSTEMS

Forward Ventral Spiral Wave Disruptor Array 26
- Class: Ebshar
- Damage: 120 [12 power]
- Number of Emitters: up to 2 shots/round
- Targeting System: Accuracy 4/5/7/10
- Location: forward ventral
- Firing Arc: 360 degrees forward
- Firing Modes: Standard, pulse

Forward Dorsal Spiral Wave Disruptor Array 26
- Class: Ebshar
- Damage: 120 [12 power]
- Number of Emitters: up to 2 shots/round
- Targeting System: Accuracy 4/5/7/10
- Location: forward dorsal
- Firing Arc: 360 degrees forward
- Firing Modes: Standard, pulse

Dorsal Spiral Wave Disruptor Array 26
- Class: Ebshar
- Damage: 120 [12 power]
- Number of Emitters: up to 2 shots/round
- Targeting System: Accuracy 4/5/7/10
- Location: dorsal
- Firing Arc: 360 degrees dorsal
- Firing Modes: Standard, pulse

Ventral Spiral Wave Disruptor Array 26
- Class: Ebshar
- Damage: 120 [12 power]
- Number of Emitters: up to 2 shots/round
- Targeting System: Accuracy 4/5/7/10
- Location: ventral
- Firing Arc: 360 degrees ventral
- Firing Modes: Standard, pulse

Starboard Spiral Wave Disruptor Array 26
- Class: Ebshar
- Damage: 120 [12 power]
- Number of Emitters: up to 2 shots/round
- Targeting System: Accuracy 4/5/7/10
- Location: starboard
- Firing Arc: 360 degrees starboard
- Firing Modes: Standard, pulse

Port Spiral Wave Disruptor Array 26
- Class: Ebshar
- Damage: 120 [12 power]
- Number of Emitters: up to 2 shots/round
- Targeting System: Accuracy 4/5/7/10
- Location: starboard
- Firing Arc: 360 degrees port
- Firing Modes: Standard, pulse

Aft Disruptor Wave Cannon (2) 38x2
Class: Rentaile
Damage: 180 [18 power]
Number of Emitters: up to 3 shots/round
Targeting System: Accuracy 4/5/7/10
Location: aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, pulse

TA/T/TS: Class Beta [1 power/round] 9
Strength: 8
Bonus: +1

Weapons Skill: 4

Shields: (Forward/Aft/Port/Starboard) 28x4
Shield Generator: Class 2 (Protection 300+100) [30 power/shield/round]
Shield Grid: Type A (25% increase to 550 Protection)
Subspace Distortion Amplifiers: Class Gamma (Threshold 110+10)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 1 per shield 4

Auto-Destruct System: Yes 5

AUXILLIARY SPACECRAFT SYSTEMS

Shuttlebays: Capacity for 4 size worth of ships 8
Standard Complement: 2 shuttles
Location: forward ventral

Captain's Yacht: No

Fleet data: The *Chintalka*-class destroyer is an older vessel, now ending its useful service history. It is the forerunner to the modern *Galor*-class ships in many respects. These vessels were used as escorts, explorers, border patrol craft, scouts and general utility craft.

They have moderate weaponry, although their shields and warp speeds are limited. Smaller hull sizes and crews made them quick and cheap to construct. The main section of the hull housed all crew quarters and control sections, with impulse engines at the rear. The trailing column supported the warp engines and fuel tanks. A small cargo hold and shuttlebay were located at the front of the craft, though only 2 small utility shuttles were carried.

By the 2360's, *Chintalka* class ships were being replaced by Galor-class cruisers and those remaining were transferred to reserve fleets. After the initial battles of the Dominion War, many *Chintalka*-class ships were restored to front-line units to replace battle losses.

Noteworthy vessels/service records/encounters: *Chintalka*, prototype; *Styk'Rakan*, part of the battle group that launched a pre-emptive strike on Setlik III (2347); *Chin'ych*, defeated the USS Stargazer but failed to destroy her (2351); *Baladu*, valiantly defended Aschelan V against Klingon attackers (2371). Also in service: *Aravash*, *Terk'ganon*.

DREADNAUGHT CLASS

Class and Type: *Dreadnaught* Class Self-Guided Tactical Missile

Commissioning date: 2370

HULL SYSTEMS

Size: 3
Length: 32m
Beam: 8m
Height: 5m
Decks: 1
Mass: 38 tons
SUs Available: 820
SUs Used: 819

Hull
Outer: 15 15
Inner: 15 15

Resistance:
Outer Hull: 10 12
Inner Hull: 10 12

Structural Integrity Field
Main: Class 1 (Protection 40/60) 15
[1 power/10 protection/round]
Backup: N/A

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 0/2/0

Crew Quarters
Spartan: None
Basic: None
Expanded: None
Luxury: None
Unusual: None

Environmental Systems
Basic Life Support N/A
Reserve Life Support [1 power/round] 6
Emergency Life Support N/A
Gravity [2 power/round] 3
Consumables N/A

Replicator Systems
Food Replicators: None
Industrial Replicators: None
Medical Facilities: None
Recreation Facilities: None
Personnel Transport: Jeffries Tubes 3
Fire Suppression System: None
Cargo Holds: None
Escape Pods: None

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 4C 45
Speed: 4.0/8.0/9.0 [1 power/.2 warp speed]
PIS: Type J (48hrs of maximum warp) 20

Impulse Engine
Type: Class 6 (.75c/.9c) [7/9 power/round] 30
Location: aft

Reaction Control System (.25c) [2 power/round when in use] 3

POWER SYSTEMS

Warp Engine
Type: Class 11 (generates 550 power/round) 120
Location: aft section

Impulse Engine[s]: 1 class 6 (generates 48 power/round)
Auxiliary Power: None
Emergency Power: None
EPS: standard power flow, +200 per round 35

Standard Usable Power: 598

OPERATIONS SYSTEMS

Bridge: None

Computers
Core 1: Central [5 power/round] 9
Uprating: Class Beta +2 [2 power/round] 4
ODN 9

Navigational Deflector [5 power/round] 12
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: nose

Sensor Systems
Long-range sensors [5 power/round] 34
Range Package: Type 6 (Accuracy: 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5)
Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 power/round] 16
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 power/round] 10
Strength Package: Class 5 (Strength 5)
Gain Package: Standard

Probes: None

Sensor Skill: see text

Flight Control Systems
Autopilot: see text

Navigation Computer
Main: Class 3 (+2) [2 power/round] 4
Backups: None

Inertial Damping Field
Main 6
Strength: 9 [3 power/round]
Number: 1
Backup: N/A

Attitude Control [1 power/round] 1

Communications Systems 2
Type: Class 1 [2 power/round of use]
Strength: 1
Security: -0

Tractor Beams
None

Transporters
None

Hull Holoemitters: Class Beta [20 power/round of use] 9

Security Systems
See text

Science Systems:
None

TACTICAL SYSTEMS

Warhead 8
Damage: 200,000
Location: Nose

Dorsal Thoron Shock Emitter 34
Type 8
Damage: 180 [18 power]
Number of Emitters: up to 2 shots/round
Targeting System: Accuracy 5/6/8/11
Location: Central dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard

Ventral Thoron Shock Emitter 34
Type 8
Damage: 180 [18 power]
Number of Emitters: up to 2 shots/round
Targeting System: Accuracy 5/6/8/11
Location: Central ventral
Firing Arc: 360 degrees ventral
Firing Modes: Standard

Plasma Wave Emitter Array 120
Damage: 200 at 1 MU range, drop-off of 50 per MU [200 power]
Number of Emitters: 1 shot per round
Location: Full hull coverage
Range: 1,200,000
Firing Arc: 720 degrees area effect

Forward Torpedo Launcher 14
Standard Load: Quantum Torpedoes Type I (400 damage)
Spread: 2
Range: 15/300,0000/1,000,000/3,500,000
Targeting System: Accuracy 5/6/8/11
Power: [20+5/torpedo fired]
Location: Nose
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 10 1

TA/T/TS: Class Epsilon [6 power/round] 18
Strength: 11
Bonus: +3

Weapons Skill: See text

Shields: (Forward/Aft/Port/Starboard) 35x4
Shield Generator: Class 6 (Protection 1010)
[101 power/shield/round]
Shield Grid: Type B (33% increase to 1330 Protection)
Subspace Distortion Amplifiers: Class eta (Threshold 330)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: None

Auto-Destruct System: None

AUXILLIARY SPACECRAFT SYSTEMS

None

Fleet data: The *Dreadnaught* is an experimental weapon. It carries a warhead with 1000 kg of anti-matter and a similar amount of matter, giving it enough destructive force to destroy a small moon. To enable the warhead to reach its target, the *Dreadnaught* is equipped with advanced stealth and defensive capabilities, all controlled by a self-aware computer.

To remain undetected the *Dreadnaught* makes random course changes while it travels and emits a randomized EM field to mask its warp trail. Even if this trail can be picked up, it is likely to be a false

reading, as the *Dreadnaught* can project a holo-image of its self up to 10,000 km away. The *Dreadnaught's* standard speed is warp 4, but it will increase its speed to warp 9 once it has been detected.

To detect the *Dreadnaught* in flight requires a Difficult Shipboard Systems (Sensors) roll. To spot the definite article after locating to holo-image requires a further Difficult test.

The *Dreadnaught's* defensive capabilities are impressive. It is capable of scanning an attacking vessel to determine a weapon's frequency and adjusting it's own shields to that frequency, doubling the shield's Threshold (or doubling the shield's Protection when using the standard rules). This requires a Challenging Shipboard Systems (Sensors) test, but include the TA/T/TS bonus. It is also capable of sending a feedback pulse through any tractor beam or energy beam that is affecting it. To prevent boarding, the *Dreadnaught* initiates a DNA scan of anyone beaming aboard and can shut down life-support to neutralize intruders. It is capable of discharging lethal electrical charges form its circuitry to prevent tampering.

If the *Dreadnaught* is attacked, it will respond with all necessary force. The computer possesses the most sophisticated tactical subroutines ever written and its weapons are among the most advanced ever built by the Cardassian Union. The Thoron shock emitter is its standard defensive weapon but its plasma wave emitter is particularly useful against large numbers of small targets. If the Dreadnaught is forced to stop and fight it will use its quantum torpedoes as a weapon of last resort.

While much of the *Dreadnaught's* construction involves new and experimental techniques, the Cardassians used existing technology where they could. This included old kinetic detonators that have a tendency to malfunction (roll two dice when a *Dreadnaught* detonates, on a double one it will malfunction).

Noteworthy vessels/service records/encounters: Only twelve *Dreadnaught* missiles were ever constructed. The first missile was launched against a Maquis base on Alpha 441 in the Badlands. The missile failed to reach its target and was lost in the Badlands. The Central Command deemed the missile to be an expensive failure and further production was cancelled. The remaining stock of missiles was used in the opening weeks of the Dominion War to devastating effect against Federation starbases and ground forces.

GORVALL-CLASS ORBITAL TROOP TRANSPORT

Class and Type: Gorvall-class Orbital Troop Transport
Commissioning date: 2325

HULL SYSTEMS

Size: 3
- Length: 30.2 m
- Beam: 52.7 m
- Height: 10.9 m
- Decks: 2
- Mass: 5,400 tons
- SUs Available: 750
- SUs Used: 692

Hull

Outer:	15
Inner	15

Resistance:

Outer Hull: 6	6
Inner Hull: 6	6

Structural Integrity Field

Main: Class 1 (Protection 40/60)	15
[1 power/10 protection/round]	
Backup: Class 1 (Protection 20)	8
[1 power/10 protection/round	

Specialized Hull:

Atmospheric Capability	3
Planetfall Capability	3

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 6/30/120

Crew Quarters:

Spartan: 36	2
Basic: None	
Expanded: None	
Luxury: None	
Unusual: None	

Environmental Systems

Basic Life Support [6 power/round]	12
Reserve Life Support [3 power/round]	6
Emergency Life Support (18 emergency shelters)	6
Gravity [2 power/round]	3
Consumables: 3 months	1

Replicator Systems

Food Replicators [3 power/round]	3
Industrial Replicators: None	

Medical Facilities:

Main: 1 (+0) [1 power/round]	5

Recreation Facilities: 1 [2 power/round]	8
Personnel Transport: Jeffries Tubes	3
Fire Suppression System [1 power/round when in use]	3
Cargo Holds: 1,000 cubic meters	1
Escape Pods	1

- Number: 10
- Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive: None

Impulse Engine

Type: Class 8 (.75c/.95c) [7/9 power/round]	40
Location: aft	

Impulse Engine

Type: Class 8 (.75c/.95c) [7/9 power/round]	40
Location: engineering amidships	

Impulse Engine

Type: Class 8 (.75/.95c) [7/9 power/round]	40
Location: engineering port	

Impulse Engine

Type: Class 8 (.75/.95c) [7/9 power/round] 40
Location: engineering starboard

Reaction Control System (.25c) [2 power/round when in use] 3

POWER SYSTEMS

Warp Engine: None

Impulse Engine[s]: 4 class 8 (generate 256 power/round)
Auxiliary Power: 1 reactor (generate 5 power/reactor/round) 3
Emergency Power: Type D (generates 40 power/round) 40
EPS: standard power flow, +50/round 20

Standard Usable Power: 256

OPERATIONS SYSTEMS

Bridge: Dorsal amidships 15

Computers
Core 1: [5 power/round] 9
ODN 9

Navigational Deflector [5 power/round] 15
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward ventral

Sensor Systems
Long-range sensors: None

Lateral Sensors [5 power/round] 13
Strength Package: Class 5 (strength 5)
Gain Package: Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 power/round] 4
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+0)

Probes: None

Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 2 8
Co-ordination: 2 [1 power/round when in use]

Navigation Computer
Main: Class 1 0
Backups: 1 0

Inertial Damping Field
Main 12
Strength: 9 [3 power/round]
Number: 2
Backup: 4
Strength: 6 [3 power/round]
Number: 2
Attitude Control [1 power/round] 1

Communications Systems 17
Type: Class 6 [2 power/round of use]
Strength: 6
Security: -3 (class Gamma uprating)
Basic Uprating: Class Alpha (+1)
Emergency Communications: No

Tractor Beams
Emitter: Class Beta 6
Accuracy: 5/6/8/11
Location: aft ventral

Transporters
Type: Personnel [4 power/use] 14
Pads: 4
Emitter/receiver array: personnel type 6 (40,000km range)
Energizing/transition coils: Class E (strength 6)
Number and location: 1 on Deck 2

Cloaking Device: None

Security Systems
Rating: 2 8
Anti-intruder systems Yes [1 power/round] 3
Neutralization Fields: [2power/3 strength] 6

Science Systems:
Rating: 0
Specialized systems: None
Laboratories: None

TACTICAL SYSTEMS

Forward Spiral Wave Disruptor Array 22
Class: Garshep
Damage: 100 [10 power]
Number of Emitters: up to 2 shots/round
Targeting System: Accuracy 4/5/7/10
Location: front
Firing Arc: 360 degrees forward
Firing Modes: Standard, pulse

Dorsal Spiral Wave Disruptor Array 22
Class: Garshep
Damage: 100 [10 power]
Number of Emitters: up to 2 shots/round
Targeting System: Accuracy 4/5/7/10
Location: wings
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, pulse

Ventral Spiral Wave Disruptor Array 22
Class: Garshep
Damage: 100 [10 power]
Number of Emitters: up to 2 shots/round
Targeting System: Accuracy 4/5/7/10
Location: below wings
Firing Arc: 360 degrees ventral
Firing Modes: Standard, pulse

Aft Disruptor Wave Cannon 26
Class: Ebshar
Damage: 120 [22 power]
Number of Emitters: up to 2 shots/round
Targeting System: Accuracy 4/5/7/10
Location: aft
Firing Arc: 360 degrees aft

Firing Modes: Standard, pulse

Forward Launchers [2] 10
Standard Load: Plasma bombs (damage 100)
Spread: 4
Range: 1/100/500/2000
Accuracy: 4/5/7/10
Power: [1+1 per bomb]
Location: wings
Firing arc: forward, but are self-guided

TA/T/TS: Class Alpha 6
Strength: 7
Bonus: +0

Weapons Skill: 3

Shields: (Forward/Aft/Port/Starboard) 19 x4
Shield Generator: Class 2 (Protection 360)
[36 power/shield/round]
Shield Grid: Type A (25% increase to 450 Protection)
Subspace Distortion Amplifiers: Class Gamma (Threshold 120)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 1 per shield 4

Auto-Destruct System: Yes 3

AUXILLIARY SPACECRAFT SYSTEMS

Vehicle bay: capacity for one *Kagar* armored personnel carrier. 6

Captain's Yacht: No

Fleet data: Fleet data: The *Gorvall*-class ships are troop transports, used to ferry ground troops from larger ships in orbit. Each transport can carry up to 30 troops, their light artillery and an APC. They are quite basic craft, with no warp drive or long-range sensors. They operate well in planetary atmospheres and are designed to land in rough terrain. They are relatively well armed and each craft carries a number of self-guided plasma bombs, used to clear the target area before landing. These are crude weapons by modern standards but do their job effectively.

Star Fleet referred to these craft as 'Boomerangs' during the Federation-Cardassian conflicts, due to their basic shape and continuous trips to and from orbital ships. At least one is usually carried onboard Galor-class ships & other larger warships

Noteworthy vessels/service records/encounters: *Gorvall*, prototype; *Shar'gat* briefly landed troops on Vulcan before being destroyed (2375).

MITHRAS-CLASS ESCORT DESTROYER

Class and Type: Mithras-class Escort Destroyer
Commissioning date: 2365

HULL SYSTEMS

Size: 4
Length: 14.7.26 m
Beam: 65.95 m
Height: 22.4 m
Decks: 4
Mass: 12,454,000 tons
SUs Available: 1200
SUs Used: 1056

Hull
Outer: 20 20
Inner: 20 20

Resistance:
Outer Hull: 8 9
Inner Hull: 8 9

Structural Integrity Field
Main: Class 3 (Protection 60/90) 22
[1 power/10 protection/round]
Backup: Class 3 (Protection 30) 11
[1 power/10 protection/round]
Backup: Class 3 (Protection 30) 11
[1 power/10 protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 20/5/100

Crew Quarters
Spartan: 15 1
Basic: 5 1
Expanded: 4 1
Luxury: 1 1
Unusual: None

Environmental Systems
Basic Life Support [5 power/round] 16
Reserve Life Support [6 power/round] 8
Emergency Life Support (24 emergency shelters) 8
Gravity [2 power/round] 4
Consumables: 1 year 4

Replicator Systems
Food Replicators [4 power/round] 4
Industrial Replicators
Type: Network of small replicators [2 power/round] 4

Medical Facilities:
Main: 3 (+1) [3 power/round] 15
Recreation Facilities: 3 [6 power/round] 24
Personnel Transport: Jeffries Tubes, Turbolifts [2 power/round] 12
Fire Suppression System [1 power/round when in use] 4
Cargo Holds: 5,000 cubic meters 1
Escape Pods 2
Number: 10
Capacity: 6 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 6C (embedded) 116
Speed: 6.0/8.9/9.1 [1 power/.2 warp speed]
Uprating (+0.1 to Standard) 2
PIS: Type H (11hrs of maximum warp) 16

Impulse Engine
Type: Class 5 (.7c/.9c) [7/9 power/round] 25
Acceleration Uprating: Class Beta (75% acceleration)
[2 power/round when used] 4
Location: aft

Reaction Control System (.25c) [2 power/round when in use] 4

POWER SYSTEMS

Warp Engine
Type: Class 5H (generates 290 power/round) 64

Location: engineering section

Impulse Engine[s]: 1 class 5 (generate 40 power/round)
Auxiliary Power: 4 reactors (generate 5 power/reactor/round) 12
Emergency Power: Type B (generates 30 power/round) 30
EPS: standard power flow, +200/round 40

Standard Usable Power: 330

OPERATIONS SYSTEMS

Bridge: Dorsal amidships 20

Computers
Core 1: forward [5 power/round] 12
Core 2: engineering [5 power/round] 12
ODN 12

Navigational Deflector [5 power/round] 16
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range sensors [5 power/round] 33
Range Package: Type 5 (Accuracy: 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5)
Low Resolution: 15 light-years (1/1.1-5.0/5.1-12.0/12.1-15)
Strength Package: Class 5 (Strength 5)
Gain Package: Alpha (+1)
Coverage: Standard

Lateral Sensors [5 power/round] 13
Strength Package: Class 5 (strength 5)
Gain Package: Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 power/round] 10
Strength Package: Class 4 (Strength 4)
Gain Package: Alpha (+1)

Probes: 20 probes of various types 2

Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 3 12
Co-ordination: 3 [1 power/round when in use]

Navigation Computer
Main: Class 2 2
Backups: 2 2

Inertial Damping Field
Main 16
Strength: 9 [6 power/round]
Number: 2
Backup: 4
Strength: 6 [4 power/round]
Number: 2
Attitude Control [1 power/round] 1

Communications Systems 12
Type: Class 6 [2 power/round of use]
Strength: 6
Security: -3 (Class Gamma uprating)
Basic Uprating: None (+0)
Emergency Communications: Yes 1

Tractor Beams
Emitter: Class Beta 6
Accuracy: 5/6/8/11
Location: aft ventral

Transporters
Type: Personnel [4 power/use] 14
Pads: 4
Emitter/receiver array: personnel type 6 (40,000km range)
Energizing/transition coils: Class F (strength 6)
Number and location: 1 on Deck 2

Type: Cargo [3 power/use] 11
Pads: 400kg
Emitter/receiver array: cargo type 3 (40,000km range)
Energizing/transition coils: Class F (strength 6)
Number and Location: 1 in engineering section

Cloaking Device: None

Security Systems
Rating: 3 12
Anti-intruder systems Yes [1 power/round] 4
Neutralization Fields: [2power/3 strength] 8

Science Systems:
Rating: 1 (+0) [1 power/round] 9
Specialized systems: None
Laboratories: 12

TACTICAL SYSTEMS

Forward Spiral Wave Disruptor Array 34
Class: Carkhet
Damage: 160 [16 power]
Number of Emitters: up to 3 shots/round
Targeting System: Accuracy 4/5/7/10
Location: forward
Firing Arc: 360 degrees forward
Firing Modes: Standard, pulse

Starboard Spiral Wave Disruptor Array 34
Class: Carkhet
Damage: 160 [16 power]
Number of Emitters: up to 3 shots/round
Targeting System: Accuracy 4/5/7/10
Location: starboard wing
Firing Arc: 360 degrees starboard
Firing Modes: Standard, pulse

Port Spiral Wave Disruptor Array 34
Class: Carkhet
Damage: 160 [16 power]
Number of Emitters: up to 3 shots/round
Targeting System: Accuracy 4/5/7/10
Location: port wing
Firing Arc: 360 degrees port
Firing Modes: Standard, pulse

Aft Disruptor Wave Cannon 42
Class: Tavor
Damage: 200 [20 power]
Number of Emitters: up to 3 shots/round
Targeting System: Accuracy 4/5/7/10
Location: aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, pulse

Torpedo Launcher 16
Standard Load: Type II Photon Torpedo (200 damage)

Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power [20+5 per torpedo fired]
Location: forward
Firing Arc: forward, but are self-guided

Torpedoes Carried: 100 1

TA/T/TS: Class Gamma [2 power/round] 12
Strength: 9
Bonus: +2

Weapons Skill: 5

Shields: (Forward/Aft/Port/Starboard) 24 x4
Shield Generator: Class 2 (Protection 400+100)
[40 power/shield/round]
Shield Grid: Type B (33% increase to 533 Protection)
Subspace Distortion Amplifiers: Class Beta (Threshold 130+10)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 1 per shield 4

Auto-Destruct System: Yes 4

AUXILLIARY SPACECRAFT SYSTEMS

Shuttlebays: Capacity for 4 size worth of ships 8
Standard Complement: 2 shuttles

Captain's Yacht: No

Fleet data: The *Mithras*-class was designed as a direct response to the Klingon B'rel-class ships that conducted repeated raids and were agile enough to elude pursuit. As well as proving effective against Klingon raids, the *Mithras* demonstrated itself to be a flexible and capable ship as a scout, an escort or on raids and patrols.

The *Mithras* has equivalent weaponry but a better field of fire. They are the smallest Cardassian vessel to mount photon torpedoes. They are faster at impulse speeds than the *B'rel* and have quicker acceleration. The *B'rel* can outrun the *Mithras* at warp speeds and has slightly better shields.

Noteworthy Vessels/service records/encounters: *Mithras*, prototype; *Na'tal*, encountered the Crystalline Entity (2367), participated in attack on Klingon prototype vessel (2369), destroyed four Maquis raiders in the Badlands (2372).

NAMUUL-CLASS SCOUT

Class and Type: *Namuul*-class scout
Commissioning date: 2372

HULL SYSTEMS

Size: 3
Length: 85.78 m
Beam: 60.14m
Height: 12.43m
Decks: 3
Mass: 120,000tons
SUs Available: 1000
SUs Used: 999

Hull
Outer: 15 15
Inner: 15 15

Resistance:
Outer Hull: 8 9
Inner Hull: 7 8

Structural Integrity Field
Main: Class 3 (Protection 60/90) 21
[1 power/10 protection/round]
Backup: Class 3 (Protection 30) 11
[1 power/10 protection/round]
Backup: Class 3 (Protection 30) 11
[1 power/10 protection/round]

Specialized Hull
Atmospheric Capability 3
Energy Sheath 9
Planetfall Capability 3

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 3/9/30

Crew Quarters
Spartan: 15 1
Basic: None
Expanded: None
Luxury: None
Unusual: None

Environmental Systems
Basic Life Support [4 power/round] 12
Reserve Life Support [2 power/round] 6
Emergency Life Support (18 emergency shelters) 6
Gravity [2 power/round] 3
Consumables: 4 months 1

Replicator Systems
Food Replicators [3 power/round] 3
Industrial Replicators
Type: Network of small replicators [2 power/round] 3

Medical Facilities: 1 (+0) [1 power/round] 5
Recreation Facilities: 1 [2 power/round] 8
Personnel Transport: Jeffries Tubes, Turbolifts [2 power/round] 9
Fire Suppression System [1 power/round when in use] 3
Cargo Holds: 5,000 cubic meters 1
Escape Pods 1
Number: 5
Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 7B8 (embedded) 144
Uprating: package 1 (+0.1 standard & sustained) 4

Speed: 7.0/9.2/9.7 [1 power/.2 warp speed]
PIS: Type H (12hrs of maximum warp) 16

Impulse Engine
Type: Class 4 (.6c/.8c) [6/8 power/round] 20
Acceleration Uprating: Class Alpha (66%)
[1 power/round when used] 2
Location: aft

Reaction Control System (.25c) [2 power/round when in use] 3

POWER SYSTEMS

Warp Engine
Type: Class 5H (generates 280 power/round) 63
Location: amidships

Impulse Engine[s]: 1 class 4 (generates 32 power/round)
Auxiliary Power: 2 reactors (generate 5 power/reactor/round) 6
Emergency Power: Type B (generates 30 power/round) 30
EPS: standard power flow, +50/round 20

Standard Usable Power: 312

OPERATIONS SYSTEMS

Bridge: Dorsal amidships 15

Computers
Core 1: starboard [5 power/round] 9
Core 2: port [5 power/round] 9
Uprating: Class Alpha +1 [1 power/round] 4
ODN 9

Navigational Deflector [5 power/round] 12
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward ventral

Sensor Systems
Long-range sensors [5 power/round] 56
Range Package: Type 7 (Accuracy: 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 8 (Strength 8)
Gain Package: Gamma (+3)
Coverage: Standard

Lateral Sensors [5 power/round] 25
Strength Package: Class 8 (strength 8)
Gain Package: Class Gamma (+3)
Coverage: Standard

Navigational Sensors: [5 power/round] 18
Strength Package: Class 7 (Strength 7)
Gain Package: class Beta (+2)

Probes: 4
10 Class VII stealth probes
10 Class VIII stealth probes
10 Class IX stealth probes
10 various probes (class I-VI)

Sensor Skill: 5

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 3 11
Co-ordination: 2 [1 power/round when in use]

Navigation Computer
Main: Class 1 0
Backups: 1 0

Inertial Damping Field
Main 6
Strength: 9 [3 power/round]
Number: 1
Backup: 2
Strength: 6 [3 power/round]
Number: 1
Attitude Control [1 power/round] 1

Communications Systems 30
Type: Class 9 [2 power/round of use]
Strength: 9
Security: -6
Basic Uprating: class Beta (+2)
Security Uprating: class Epsilon
Emergency Communications: Yes 1

Tractor Beams
Emitter: Class Beta 6
Accuracy: 5/6/8/11
Location: aft ventral

Transporters
Type: Personnel [4 power/use] 15
Pads: 6
Emitter/receiver array: personnel type 6 (40,000km range)
Energizing/transition coils: Class F (strength 6)
Number and location: 1, Deck 1

Type: Emergency [4 power/use] 10
Pads: 6
Emitter/receiver array: emergency type 2 (10,000km range)
Energizing/transition coils: Class F (strength 6)
Number and location: 1, Deck 3

Cloaking Device: None

Security Systems
Rating: 2 8
Anti-intruder systems Yes [1 power/round] 3
Neutralization Fields: [2power/3 strength] 6

Science Systems:
Rating: 1 (+0) [1 power/round] 8
Specialized systems: None
Laboratories: 12

TACTICAL SYSTEMS

Forward Ventral Spiral Wave Disruptor Array 26
Class: Ebshar
Damage: 120 [12 power]

Number of Emitters: up to 2 shots/round
Targeting System: Accuracy 4/5/7/10
Location: forward ventral
Firing Arc: 360 degrees forward
Firing Modes: Standard, pulse

Forward Dorsal Spiral Wave Disruptor Array 26
Class: Ebshar
Damage: 120 [12 power]
Number of Emitters: up to 2 shots/round
Targeting System: Accuracy 4/5/7/10
Location: forward dorsal
Firing Arc: 360 degrees forward
Firing Modes: Standard, pulse

Port Spiral Wave Disruptor Array 26
Class: Ebshar
Damage: 120 [12 power]
Number of Emitters: up to 2 shots/round
Targeting System: Accuracy 4/5/7/10
Location: port
Firing Arc: 360 degrees port
Firing Modes: Standard, pulse

Starboard Spiral Wave Disruptor Array 26
Class: Ebshar
Damage: 120 [12 power]
Number of Emitters: up to 2 shots/round
Targeting System: Accuracy 4/5/7/10
Location: starboard
Firing Arc: 360 degrees starboard
Firing Modes: Standard, pulse

Aft Disruptor Wave Cannon 30
Class: Cheh'gesh
Damage: 140 [14 power]
Number of Emitters: up to 3 shots/round
Targeting System: Accuracy 4/5/7/10
Location: aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, pulse

Forward Torpedo Launcher 14
Standard Load: Probes
Spread: 2
Range: 15/300,0000/1,000,000/3,500,000
Targeting System: 4/5/7/10
Power: [20+5/torpedo]
Location: Nose
Firing Arc: Forward, but are self-guided
Torpedo Storage: 10 1

TA/T/TS: Class Alpha 6
Strength: 7
Bonus: +0

Weapons Skill: 3

Shields: (Forward/Aft/Port/Starboard) 23x4
Shield Generator: Class 3 (Protection 410+100)
[41 power/shield/round]
Shield Grid: Type C (50% increase to 615 Protection)
Subspace Distortion Amplifiers: Class Gamma (Threshold 135+10)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 1 per shield 4

Auto-Destruct System: Yes 3

AUXILLIARY SPACECRAFT SYSTEMS

None

Fleet data: The *Namuul*-class 'scout', is a modified *Hideki*-class patrol boat used by Obsidian Order agents for special operations. These ships act as monitoring vessels near borders, infiltration craft for agents on missions and couriers for senior member of the Order.

Outwardly it resembles a normal *Hideki*-class ship, but all major systems have been upgraded, making it slightly faster, more powerful and better armed. Shields have also been improved. Most of these upgrades occupy the original crew quarters and facilities, so it is very cramped inside, with only basic life support. The internal layout gives additional space to sensor analysis stations and communication recording equipment, and at least one crewmember will always man this position. It carries a variety of stealth probes to gather information at long range. The class VIII probes can also be used to deliver an agent to the surface of a planet, although the re-entry and landing are uncomfortable. It is quite common for these craft to use stolen technology, including stolen cloaking devices (salvaged from Klingon Birds of Prey) and energy-absorbing hull coatings to reduce the sensor echo produced (see ***Raiders, Renegades and Rogues***, page 88). All Namuul-class ships can operate in planetary atmospheres and are capable of landing on the surface.

Noteworthy vessels/service records/encounters: *Namuul*, prototype, *Tag'fhur*, transported saboteurs to Betazed to disable planetary defense systems (2373), *Bok Dal* personal transport of Doret Tashom, current head of the Obsidian Order, *Freh'rel*, crippled the *Excelsior*-class *USS Lincoln* after being discovered on a communications monitoring mission (2374).

TIAMAR-CLASS ASSAULT CRUISER

Class and Type: *Tiamar*-class Assault Cruiser
Commissioning date: 2364

HULL SYSTEMS

Size: 6
Length: 371.88 m
Beam: 192.1 m
Height: 66.2 m
Decks: 14
Mass: 1,784,000 tons
SUs Available: 2500
SUs Used: 2496

Hull
Outer: 30 30
Inner: 30 30

Resistance:
Outer Hull: 8 9
Inner Hull: 8 9

Structural Integrity Field
Main: Class 5 (Protection 80/120) 30
[1 power/10 protection/round]
Backup: Class 5 (Protection 40) 15
[1 power/10 protection/round]
Backup: Class 5 (Protection 40) 15
[1 power/10 protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 560/2,000/8,200

Crew Quarters
- Spartan: 1730 — 87
- Basic: 650 — 65
- Expanded: 160 — 32
- Luxury: 28 — 28
- Unusual: 5 — 5

Environmental Systems
- Basic Life Support [12 power/round] — 24
- Reserve Life Support [6 power/round] — 12
- Emergency Life Support (36 emergency shelters) — 12
- Gravity [3 power/round] — 6
- Consumables: 1 year — 6

Replicator Systems
- Food Replicators [6 power/round] — 6
- Industrial Replicators
- Type: Network of small replicators [2 power/round] — 6
- Type: 4 Large units [2 power/replicator/round] — 12

Medical Facilities:
- Main: 6 (+1) [6 power/round] — 30
- Secondary: 2 (+0) [2 power/round] — 10

Recreation Facilities: 5 [10 power/round] — 40
Personnel Transport: Jeffries Tubes, Turbolifts [2 power/round] — 18
Fire Suppression System [1 power/round when in use] — 6
Cargo Holds: 180,000 cubic meters — 6

Escape Pods — 19
- Number: 350
- Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 4B6 (embedded) — 67
- Speed: 4.0/7.4/9.6 [1 power/.2 warp speed]
- Uprating (+0.1 to Standard, Sustained & Maximum) — 6
- PIS: Type F (9hrs of maximum warp) — 12

Impulse Engine
- Type: Class 3 (.5c/.7c) [5/7 power/round] — 15
- Location: rear of command section

Impulse Engine
- Type: Class 3 (.5c/.7c) [5/7 power/round] — 15
- Location: engineering section

Reaction Control System (.25c) [2 power/round when in use] — 6

POWER SYSTEMS

Warp Engine
- Type: Class 6K (generates 349 power/round) — 75
- Location: engineering section

Impulse Engine[s]: 2 class 3 (generate 48 power/round)
- Auxiliary Power: 2 reactors (generate 5 power/reactor/round) — 6
- Emergency Power: Type B (generates 30 power/round) — 30
- EPS: standard power flow, +100/round — 40

Standard Usable Power: 397

OPERATIONS SYSTEMS

Bridge: Dorsal amidships — 30

Computers
- Core 1: starboard [5 power/round] — 18
- Core 2: port [5 power/round] — 18
- ODN — 18

Navigational Deflector [5 power/round] — 30
- Range: 10/20,000/50,000/150,000
- Accuracy: 5/6/8/11
- Location: forward ventral

Sensor Systems
- Long-range sensors [5 power/round] — 42
  - Range Package: Type 6 (Accuracy: 3/4/7/10)
  - High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5)
  - Low Resolution: 12 light-years (1/1.1-5.0/5.1-12.0/12.1-16)
  - Strength Package: Class 6 (Strength 6)
  - Gain Package: Beta (+2)
  - Coverage: Standard
- Lateral Sensors [5 power/round] — 18
  - Strength Package: Class 6 (strength 6)
  - Gain Package: Beta (+2)
  - Coverage: Standard
- Navigational Sensors: [5 power/round] — 16
  - Strength Package: Class 6 (Strength 6)
  - Gain Package: Beta (+2)
- Probes: 45 probes of various types — 5
- Sensor Skill: 3

Flight Control Systems
- Autopilot: Shipboard Systems (Flight Control) 3 — 11
- Co-ordination: 2 [1 power/round when in use]

Navigation Computer
- Main: Class 1 — 0
- Backups: 2 — 0

Inertial Damping Field
- Main — 36
  - Strength: 9 [3 power/round]
  - Number: 3
- Backup: — 9
  - Strength: 6 [3 power/round]
  - Number: 3
- Attitude Control [1 power/round] — 2

Communications Systems — 15
- Type: Class 6 [2 power/round of use]
- Strength: 6
- Security: -2
- Basic Uprating: Class Alpha (+1)
- Emergency Communications: Yes — 1

Tractor Beams
- Emitter: Class Gamma — 9
  - Accuracy: 5/6/8/11
  - Location: aft ventral
- Emitter: Class Alpha — 3
  - Accuracy: 5/6/8/11
  - Location: starboard shuttlebays

Emitter: Class Alpha 3
Accuracy: 5/6/8/11
Location: port shuttlebays

Transporters
Type: Personnel [12 power/use] 144
Pads: 20
Emitter/receiver array: personnel type 6 (40,000km range)
Energizing/transition coils: Class H (strength 8)
Number and location: 1 on Deck 2, 4 on Deck 10, 1 on Deck 12

Type: Emergency [6 power/use] 64
Pads: 20
Emitter/receiver array: emergency type 3 (15,000km range)
Energizing/transition coils: Class H (strength 8)
Number and location: 1 aft of bridge, 1 in engineering section, 2 on deck 13

Type: Cargo [3 power/use] 40
Pads: 400kg
Emitter/receiver array: cargo type 2 (20,000km range)
Energizing/transition coils: Class F (strength 6)
Number and Location: 2 on deck 10, 1 on deck 12, 1 in engineering section

Cloaking Device: None

Security Systems
Rating: 3 12
Anti-intruder systems Yes [1 power/round] 6
Neutralization Fields: [2power/3 strength] 12

Science Systems:
Rating: 1 (+0) [1 power/round] 11
Specialized systems: None
Laboratories: 4 2

TACTICAL SYSTEMS

Forward Spiral Wave Disruptor Array (3) 38 x3
Class: Rentaile
Damage: 180 [18 power]
Number of Emitters: up to 3 shots/round
Targeting System: Accuracy 4/5/7/10
Location: forward
Firing Arc: 360 degrees forward
Firing Modes: Standard, pulse

Dorsal Spiral Wave Disruptor Array 38
Class: Rentaile
Damage: 180 [18 power]
Number of Emitters: up to 3 shots/round
Targeting System: Accuracy 4/5/7/10
Location: rear of bridge
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, pulse

Ventral Spiral Wave Disruptor Array 38
Class: Rentaile
Damage: 180 [18 power]
Number of Emitters: up to 3 shots/round
Targeting System: Accuracy 4/5/7/10
Location: below wings
Firing Arc: 360 degrees ventral
Firing Modes: Standard, pulse

Wing Spiral Wave Disruptor Array (2) 38 x2
Class: Rentaile
Damage: 180 [18 power]
Number of Emitters: up to 3 shots/round
Targeting System: Accuracy 4/5/7/10
Location: wings
Firing Arc: 360 degrees port & starboard
Firing Modes: Standard, pulse

Aft Disruptor Wave Cannon (2) 46 x2
Class: Pelrec
Damage: 220 [22 power]
Number of Emitters: up to 3 shots/round
Targeting System: Accuracy 4/5/7/10
Location: aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, pulse

TA/T/TS: Class Beta [1 power/round] 9
Strength: 8
Bonus: +1

Weapons Skill: 4

Shields: (Forward/Aft/Port/Starboard) 55x4
Shield Generator: Class 4 (Protection 650+100) [65 power/shield/round]
Shield Grid: Type C (50% increase to 975 Protection)
Subspace Distortion Amplifiers: Class Delta (Threshold 200+10)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 1 per shield 8

Auto-Destruct System: Yes 6

AUXILLIARY SPACECRAFT SYSTEMS

Shuttlebays: Capacity for 240 size worth of ships 480
Standard Complement: 30 Gorvall-class orbital transports,
60 Bok Vala-class military shuttles
10 Hideki-class fighters
Location: 8 bays, port & starboard ventral

Captain's Yacht: No

Fleet data: The *Tiamar*-Class Assault Cruiser is designed for planetary assault. When modern defenses such as transport inhibitors and deflector shields make transporting troops impossible, a *Tiamar*-class ship is capable of landing its troops the old fashioned way. It has sufficient transport craft for all of its two thousand troops and it carries fighters to provide air cover for them. While it is not as well armed as it's close cousin, the Galor, it can still defend itself.

Noteworthy vessels/service records/encounters: *Tiamar*, prototype; *Kaldel*, the first ship to land troops on Betazed (2374); *Gazal*, participated in the retaking of Chin'toka, later destroyed fighting the Dominion (2375). Also in service: *Karanal*, *Ratibb*.

ORE PROCESSING STATION

Class and Type: Cardassian Ore Processing spacestation
Commissioning date: 2351

HULL SYSTEMS

Size: 4
Diameter: 1451.82 m
Height: 969.26 m
Mass: 10,120,000 tons
SUs Available: 4000
SUs Used: 2916

Hull
Outer: 60 — 60
Inner: 60 — 60

Resistance:
Outer Hull: 16 — 21
Inner Hull: 16 — 21

Structural Integrity Field
Main: Class 5 (Protection 80/120) — 36
[1 power/10 protection/round]
Backup: Class 5 (Protection 40) — 18
[1 power/10 protection/round]
Backup: Class 5 (Protection 40) — 18
[1 power/10 protection/round]

PERSONNEL SYSTEMS

Crew/Inhabitants/Capacity: 200/500/25,000

Crew Quarters
Spartan: 231 — 23
Basic: 452 — 45
Expanded: 20 — 4
Luxury: 5 — 5
Unusual: 5 — 5

Environmental Systems
Basic Life Support [13 power/round] — 48
Reserve Life Support [6 power/round] — 24
Emergency Life Support (72 emergency shelters) — 24
Gravity [3 power/round] — 12
Consumables: 1 year — 12

Replicator Systems
Food Replicators [12 power/round] — 12
Industrial Replicators
Type: Network of small replicators [2 power/round] — 12
Type: 12 Large units [2 power/replicator/round] — 36

Medical Facilities:
Main: 3 (+1) [3 power/round] — 15

Recreation Facilities: 7 [14 power/round] — 56
Mercantile Facilities: 8 (24 establishments) [16 power round] — 64
Personnel Transport: Jeffries Tubes, Turbolifts [2 power/round] — 36
Fire Suppression System [1 power/round when in use] — 12
Cargo Holds: 1,056,000 cubic metres (253 cargo bays in docking ring) — 32
Ore Processing: in docking pylons — 60
Escape Pods — 3
Number: — 27
Capacity: 6 persons per pod

PROPULSION SYSTEMS

Warp Drive: None

Reaction Control System (.25c) [2 power/round when in use] — 12

POWER SYSTEMS

Fusion Reactors: 6 type 22 (generate 1320 power/round) — 660
Auxiliary Power: 3 reactors (generate 5 power/reactor/round) — 9
Emergency Power: Type D (generates 40 power/round) — 40
EPS: standard power flow, +250/round — 85

Standard Usable Power: 1320

OPERATIONS SYSTEMS

Ops: top of central core — 20

Computers
Core 1: central core [5 power/round] — 36
Core 2: central core [5 power/round] — 36
Core 3: central core [5 power/round] — 36
ODN 36

Sensor Systems
Long-range sensors [5 power/round] — 30
Range Package: Type 5 (Accuracy: 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5)
Low Resolution: 15 light-years (1/1.1-5.0/5.1-12.0/12.1-15)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 power/round] — 10
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: None

Probes: 50 probes of various types — 5

Sensor Skill: 3

Communications Systems — 10
Type: Class 5 [2 power/round of use]
Strength: 5
Security: -2
Basic Uprating: None

Emergency Communications: Yes 1

Tractor Beams
Emitter: Class Gamma (x6) 54
Accuracy: 5/6/8/11
Location: weapons towers

Emitter: Class Alpha (x6) 18
Accuracy: 5/6/8/11
Location: docking ring

Transporters
Type: Personnel [3 power/use] 275
Pads: 6
Emitter/receiver array: personnel type 5 (35,000km range)
Energizing/transition coils: Class C (strength 3)
Number and location: 1 in Ops, 3 on Promenade, 6 in Habitat Ring, and 15 in Docking Ring

Cloaking Device: None

Security Systems
Rating: 4 16
Anti-intruder systems Yes [1 power/round] 12
Neutralization Fields: [2power/3 strength] 24

Science Systems:
Rating: 1 (+0) [1 power/round] 17
Specialized systems: None
Laboratories: 6 2

TACTICAL SYSTEMS

Spiral Wave Disruptor Array (6) 38 x6
Class: Rentaile
Damage: 180 [18 power]
Number of Emitters: up to 3 shots/round
Targeting System: Accuracy 4/5/7/10
Location: weapons towers
Firing Arc: 360 degrees
Firing Modes: Standard, pulse

TA/T/TS: Class Alpha [0 power/round] 6
Strength: 7
Bonus: +0

Weapons Skill: 4

Shields: (Forward/Aft/Port/Starboard) 100 x4
Shield Generator: Class 3 (Protection 600) [60 power/shield/round]
Shield Grid: Type C (50% increase to 900 Protection)
Subspace Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 1 per shield 12

Auto-Destruct System: Yes 12

AUXILLIARY SPACECRAFT SYSTEMS

Shuttlebays: None

Docking bays:
9 rating 3 docks (ships up to size 3) [may supply 30 power/round/ship]
3 rating 5 docks (ships up to size 5) [may supply 50 power/round/ship]
6 rating 9 docks (ships up to size 9) [may supply 90 power/round/ship]

Captain's Yacht: No

Station Data: These large ore-processing stations are intended for long-term, high-yield mineral extraction, such as the systematic strip mining of a planet. Local labor is often used for manual processing.

The station has a vertical central core which houses the operations center, the fusion reactors and other vital systems. The inner ring is the Habitat Ring, which has spartan quarters for laborers and larger quarters for Cardassian officers and crew. The weapons towers protrude above and below the Habitat Ring. The Docking Ring is the outer ring. All cargo is stored in the docking ring. The six large docking pylons can receive ships as large as Kagor-class Battleships. The ore processing machinery is in the base of each pylon.

Once these stations reach the end of their working life, they are abandoned. They are considered too large to relocate.

Notable stations: *Terok Nor*, used to strip mine Bajor (2351-2369); abandoned and claimed by the Bajorans, administered by Starfleet (2369-2373), discovered the Bajoran Wormhole (2369): fought off Klingon attack (2372); recaptured by the Cardassians and the Dominion (2373), retaken by Starfleet (2374). *Empok Nor,* abandoned and guarded by soldiers from Project: Guardian (2372), the site of a Ferengi/Dominion hostage negotiation (2374).

Other stations: Stations using the same external structure are rare but they can serve many purposes e.g. science, hospitals or prisons.

REPAIR STATION

Class and Type: Cardassian Repair space station
Commissioning date: 2359

HULL SYSTEMS

Size: 6
Diameter: 912.4 m
Height: 286.73 m
Mass: 18,880,000 tons
SUs Available: 5000
SUs Used: 4855

Hull
Outer:70 70
Inner: 70 70

Resistance:
Outer Hull: 20 27
Inner Hull: 20 27

Structural Integrity Field
Main: Class 5 (Protection 80/120) 38
[1 power/10 protection/round]
Backup: Class 5 (Protection 40) 19
[1 power/10 protection/round]

Backup: Class 5 (Protection 40) [1 power/10 protection/round]	19

PERSONNEL SYSTEMS

Crew/Inhabitants/Capacity: 400/8,000/20,000

Crew Quarters	
Spartan: 7000	350
Basic: 4500	450
Expanded: 1400	280
Luxury: 10	10
Unusual: 20	20
Environmental Systems	
Basic Life Support [13 power/round]	56
Reserve Life Support [6 power/round]	28
Emergency Life Support (84 emergency shelters)	28
Gravity [7 power/round]	14
Consumables: 1 year	14
Replicator Systems	
Food Replicators [14 power/round]	14
Industrial Replicators	
Type: Network of small replicators [2 power/round]	14
Type: 10 Large units [2 power/replicator/round]	30
Medical Facilities:	
Main: 5 (+1) [5 power/round]	25
Recreation Facilities: 9 [18 power/round]	72
Mercantile Facilities: 3 (9 establishments) [6 power round]	24
Personnel Transport: Jeffries Tubes, Turbolifts [2 power/round]	42
Fire Suppression System [1 power/round when in use]	14
Cargo Holds: 1,650,000 cubic meters	50
Escape Pods	16
Number: 30	
Capacity: 10 persons per pod	

PROPULSION SYSTEMS

Warp Drive: None

Reaction Control System (.25c) [2 power/round when in use]	14

POWER SYSTEMS

Fusion Reactors: 6 type 25 (generate 1500 power/round)	750
Auxiliary Power: 12 reactors (generate 5 power/reactor/round)	36
Emergency Power: Type E (generates 45 power/round)	45
EPS: standard power flow, +400/round	90

Standard Usable Power: 1500

OPERATIONS SYSTEMS

Ops: central, dorsal	30
Computers	
Core 1: central core [5 power/round]	42
Core 2: central core [5 power/round]	42
Core 3: central core [5 power/round]	42
Uprating: Class Alpha (+1) [3 power/round]	6
ODN	42
Sensor Systems	
Long-range sensors [5 power/round]	39

Range Package: Type 6 (Accuracy: 3/4/7/10)

Designing Space Stations Using Spacedock

Space stations are designed in the same way as starships. All Spacedock rules apply unless it is specifically stated.

The following systems are not required on stations:

- Warp Nacelles
- Impulse Engines
- Navigational deflector
- Navigational sensors
- Autopilot
- Navicomputer
- IDF
- Attitude control

Size

Space stations are considerably larger than starships. For the purpose of Spacedock calculations, consider the station to be eight sizes larger than its rating, eg Deep Space Nine is a size 4 station and so is considered to be size 12 for the purposes of Spacedock. This applies to all design calculations /except/ for the bridge.

The station's mass and SUs are determined by the Starship Size Table (Spacedock, page 17). Physical dimensions can also be taken this table. However, stations with an open style of construction, such as Deep Space Nine, will have larger overall dimensions, so move up a line or two on the table to determine the dimensions of such a station. Conversely, stations with a compact design, such as Spacedock, will have smaller dimensions, so move down a line or two on the table.

Resistance

Resistance on stations may be as high as 20 for both inner and outer hulls.

Personnel Systems

The average crew on a station is 6 per 100 SUs. The station is considered to be a cruiser for the purposes of quarters and crew breakdown. However, for a station with a specific purpose use a crew breakdown that suits the purpose. For example, a hospital station would have the same crew breakdown and quarters as a medical ship.

Mercantile Facilities

SU Cost: 8 per rating (see table)
Power Cost: 2 power per rating per round of use

Many stations have bars, restaurants, stores, gift shops, expensive boutiques or even brothels. Aboard starbases with a relatively high mercantile rating, some recreation items such as holodecks may be run by merchants.

MERCHANTILE FACILITIES TABLE

Rating	SUs	Notes
1	8	1 bar and 2 stores selling basic goods
2	16	bar/restaraunt and 5 stores
3	24	bar/restaurant & 8 stores, some luxury goods
4	32	12 establishments
5	40	15 establishments
6	48	18 establishments
7	56	21 establishments
8	64	24 establishments, rare & luxury goods.
9	72	27 establishments
10	80	30+ establishments, anything you desire

Propulsion Systems

Warp and impulse drives are not required. A Reaction Control System is required.

Power Systems

Larger stations may use a warp core to provide power, but most use fusion reactors. These are similar to the fusion reactors that are used in impulse engines. They are relatively more efficient, since they do not require accelerator/generators, driver coils or vectored exhaust directors.

FUSION GENERATOR TABLE

Fusion Reactor	SU	Power Generated Per Round
Class 20	100	200
Class 21	105	210
Class 22	110	220
Class 23	115	230
Class 24	120	240
Class 25	125	250
Class 26	130	260
Class 27	135	270
Class 28	140	280
Class 29	145	290
Class 30	150	300

Operations Systems

The bridge (or Ops), is calculated on the station's base size (not the modified size). Although stations are larger, they tend to require less control functions. They have no engines and needs no navigation controls for example. A larger proportion of a station is taken up by quarters, recreation and the like which do not require command system.

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5)
Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)
Strength Package: Class 6 (Strength 6)
Gain Package: Alpha (+1)
Coverage: Standard

Lateral Sensors [5 power/round] 17
Strength Package: Class 7 (strength 7)
Gain Package: Alpha (+1)
Coverage: Standard

Navigational Sensors: None

Probes: 50 probes of various types 5

Sensor Skill: 4

Communications Systems 21
Type: Class 7 [2 power/round of use]
Strength: 7
Security: -5 (Uprating: class Delta)
Basic Uprating: Alpha (+1)
Emergency Communications: Yes1

Tractor Beams
Emitter: Class Delta (x6) 72
Accuracy: 5/6/8/11
Location: docking arms

Emitter: Class Alpha (x18) 54
Accuracy: 5/6/8/11
Location: upper and lower docking arms, docking bays

Transporters
Type: Personnel [5 power/use] 540
Pads: 6
Emitter/receiver array: personnel type 6 (40,000km range)
Energizing/transition coils: Class F (strength 6)
Number and location: 36 throughout the station

Type: Cargo [7 power/use] 48
Pads: 1000kg
Emitter/receiver array: cargo type 3 (40,000km range)
Energizing/transition coils: Class D (strength 4)
Number and location: 4 in main cargo bays

Cloaking Device: None

Security Systems
Rating: 3 12
Anti-intruder systems Yes [1 power/round] 14
Neutralization Fields: [2power/3 strength] 28

Science Systems:
Rating: 3 (+2) [3 power/round] 29
Specialized systems: 13
Propulsion Engineering
Systems Engineering
Materials Engineering (Structural/Spaceframe)
Laboratories: 50 10

TACTICAL SYSTEMS

Upper Spiral Wave Disruptor Array (3) 43 x3
Class: Pelrec
Damage: 220 [22 power]
Number of Emitters: up to 3 shots/round
Targeting System: Accuracy 5/6/8/11
Location: upper even-numbered docking arms

Firing Arc: 270 degrees
Firing Modes: Standard, pulse

Lower Spiral Wave Disruptor Array (3) 43 x3
Class: Pelrec
Damage: 220 [22 power]
Number of Emitters: up to 3 shots/round
Targeting System: Accuracy 5/6/8/11
Location: lower odd-numbered docking arms
Firing Arc: 270 degrees
Firing Modes: Standard, pulse

TA/T/TS: Class Alpha [0 power/round] 6
Strength: 7
Bonus: +0

Weapons Skill: 4

Shields: (Forward/Aft/Port/Starboard) 123 x4
Shield Generator: Class 4 (Protection 800)
[80 power/shield/round]
Shield Grid: Type A (25% increase to 1000 Protection)
Subspace Distortion Amplifiers: Class Zeta (Threshold 265)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 1 per shield 16

Auto-Destruct System: Yes 14

AUXILLIARY SPACECRAFT SYSTEMS

Shuttlebays: 156
24 bays for size 2 craft
12 bays for size 1 craft
6 bays for size 3 craft

Docking bays: 30
18 rating 4 docks (ships up to size 4) [may supply 40 power/round/ship]
6 rating 8 docks (ships up to size 8) [may supply 80 power/round/ship]

Captain's Yacht: No

Station Data: These stations are intended for repair and upgrading of the Cardassian fleet. While they do not posses the same facilities as a shipyard they have excellent engineering workshops and carry a large quantity of spare components. In times of war, these stations can support up to twelve thousand engineers. This significantly reduces repair times, although assigning the engineers can be a logistical nightmare.

These stations are mushroom-shaped with six docking arms extending from the body of the station ad curving underneath like the tentacles of a giant octopus. There are small shuttle bays and docks for smaller ships on the outside of the arms. Larger docks are on the ends of the arms, well within the protection of the station's shield bubble. Larger bays are located in the top of the mushroom.

Notable stations: *Kelvas* Repair Station. This facility was used by the Dominion to install the Breen energy-dampening weapon in its attack ships (2375).

Other stations: Four of these stations are located in orbit around Cardassia Prime.

Auxiliary Spacecraft Systems

Docking port
SU cost: 0.25 x rating (maximum Size of ship).

Power Cost: Docking ports require no power to operate but can transfer power to the docked ship to a maximum of 10 x the rating of the port.

A docking port consists of an airlock and docking clamps. It allows large ships to dock at starbases without needing large docking bays or the use of transporters. Docking ports are rated for the maximum size ship they can handle. For example: a port rated 5 could dock any ship up to size 5, could transfer up to 50 power/round to that ship and would require 2 SUs.

Open frame dock
SU cost: 1 x rating (maximum Size of ship)

Power Cost: none, but should be able to supply power to the docked ship as per docking ports. On dedicated construction facilities, the dock may be required to supply power to test all of a ship's systems.

An open frame dock is used for construction and repair of starships.

Alternative *Nor*-Class Stations

Science stations: In place of ore processing, increase science rating to 4 and increase the number of labs to 40, add specialized science systems- two full skill and two specialization's. [-11SU]

Hospital stations add an additional rating 7 sickbay, increase science rating to 3, increase labs to 20, add 1200 spartan quarters (wards) and 5 unusual quarters. Remove cargo, ore processing and 10 large industrial replicators.

Prison Stations: For prison stations replace ore processing and cargo with 1560 spartan quarters (cells) and increase security rating to 5.